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- > Tekken Tag Tournament
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- > Dynasty Warriors 2
- > Madden NFL 2001

Every PlayStation game *ever created* reviewed in this issue!

Plus>> *GamePro* Picks the Best (AND WORST) PlayStation Games Ever Made!

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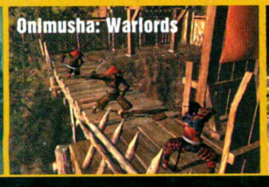
Onimusha: Warlords

Grand Turismo 3

DOA2: Hardcore

Display until March 5, 2001

Winter 2000/2001
$5.99 Canada $7.50
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1: 1'34"581
2: 1'33"103
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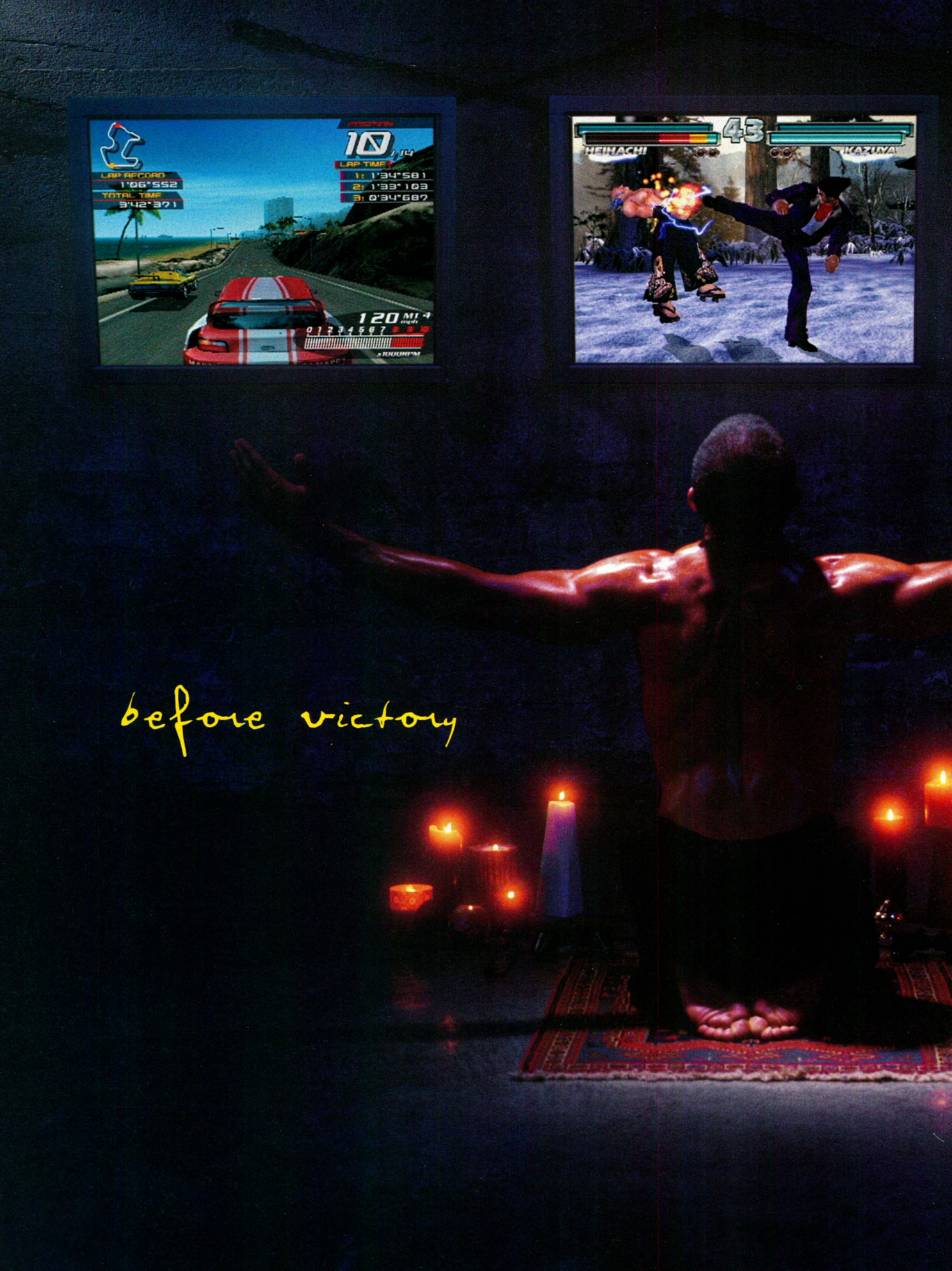
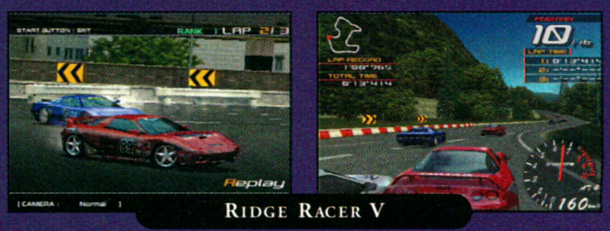
120 MPH
0 1 2 3 4 5 6 7

43
HEIHACHI
KAZUYA


before victory

comes humility

TEKKEN TAG TOURNAMENT



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PlayStation Time

In 1997, *GamePro* released *The Ultimate Guide to PlayStation Games*, a compendium of all PlayStation games available for the 32-bit system in the two years following its launch in 1995.

What you're holding today covers what's happened during the three-plus years since that all-PlayStation publication; in fact, the *Encyclopedia* is comprehensive guide with reviews of every PlayStation game ever released for that system. Over the years, some games fell through the cracks, so we've scoured various sources for PlayStation titles that weren't reviewed initially in *GamePro*. So, no matter what your gaming tastes, we've got you covered with reviews of every single PlayStation game, from Action Bass to Zoop. Want to know if a pre-owned game merits the purchase price, or, in some cases, is worth bidding for in an online auction? You'll find out in our reviews section.

Even in its fifth year, the PlayStation continues to thrive with a consistent stream of excellent titles, including new marquee releases like Final Fantasy IX, and upcoming hot prospects, such as Alone in the Dark: The New Nightmare. You can purchase many of these new games for $20 or less; plus, you can pick up "golden oldies" as part of Sony's Greatest Hits lineup for around the same price.

In this *Encyclopedia*, we also give you the skinny on upcoming PlayStation games, along with some helpful cheats and codes. And, before the PlayStation becomes history, we've compiled the final word on the 10 best PlayStation offerings in each of the seven major gaming genres in addition to the 10 worst titles overall.

As for you million-plus (and growing) PlayStation 2 owners, check out our extensive previews and reviews of software for your new toy, along with some DVD recommendations, system peripherals, and more. Remember, with the PS2's backward compatibility, you can still enjoy the games for the 32-bit PlayStation along with the new 128-bit cutting-edge titles.

For all things PlayStation, the *Encyclopedia* is your one-stop reference guide. We hope you enjoy it.

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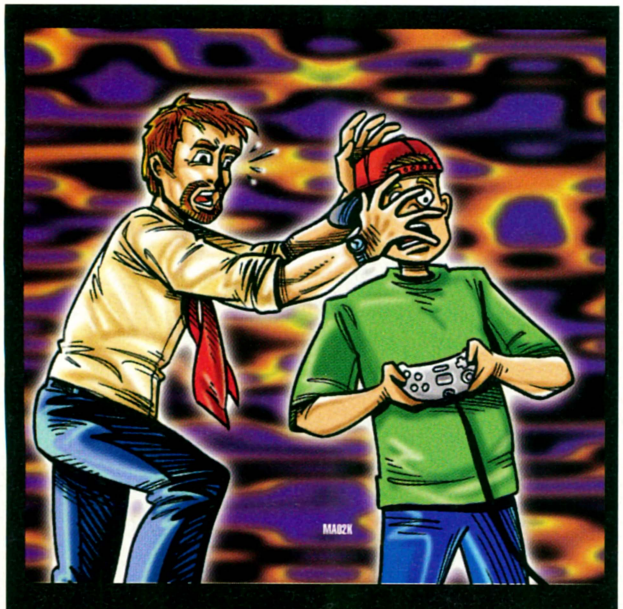
Mature Rated

The ESRB Ratings provide very clear-cut guidelines in regards to the appropriateness of game content for gamers under 17-years-old. In short, anything rated Mature is out of bounds for younger gamers. So we've compiled a list of all the Mature-rated PlayStation and PlayStation 2 games (you'll also find the ESRB rating listed with the game itself in the review sections). You and your parents can use it to make more informed choices about game-buying decisions.

Sincerely,

Wes Nihei, Editor-in-Chief
GamePro magazine



MATURE M CONTENT RATED BY ESRB

Games rated mature are appropriate for older gamers, generally 17 and up. Mature-rated games may contain more intense depictions of violence, stronger language, and, on rare occasions, sexual themes. Gory fighting games and horror adventure titles are the most common Mature-rated products.

MATURE-RATED GAMES FOR THE PLAYSTATION AND PLAYSTATION 2

- Alien Resurrection
- Area 51
- Bio F.R.E.A.K.S.
- Blood Omen: Legacy of Kain
- Broken Helix
- Cardinal Syn
- Clock Tower
- Clock Tower II: The Struggle Within
- Codename: Tenka
- Countdown Vampires
- Covert Ops: Nuclear Dawn
- The Crow: City of Angles
- Crusader: No Remorse
- Deathtrap Dungeon
- Deception III: Dark Delusion
- Diablo
- Die Hard Trilogy
- Die Hard Trilogy 2: Viva Las Vegas
- Dino Crisis
- Dino Crisis 2
- Doom: Special PlayStation Edition
- Duke Nukem: Land of the Babes
- Duke Nukem: Time to Kill
- Duke Nukem: Total Meltdown
- ECW: Hardcore Revolution
- Fear Effect
- Fear Effect: Retro Helix
- Final Doom
- Forsaken
- Galerians
- Grand Theft Auto
- Grand Theft Auto: Director's Cut
- Grand Theft Auto 2
- Hexen
- The Hive
- Juggernaut
- Kagero: Deception II
- Koudelka
- Legacy of Kain: Soul Reaver
- Lethal Enforcers I & II
- Loaded
- Maximum Force
- Metal Gear Solid
- Metal Gear Solid: VR Missions
- Mortal Kombat 3
- Mortal Kombat 4
- Mortal Kombat Mythologies: Sub-Zero
- Mortal Kombat: Special Forces
- Mortal Kombat Trilogy
- Nightmare Creatures
- Nightmare Creatures II
- Off-World Interceptor Extreme
- Parasite Eve
- Parasite Eve II
- PO'ed
- Powerslave
- Project Overkill
- Psychic Detective
- Quake II
- Re-Loaded
- Resident Evil
- Resident Evil 2
- Resident Evil 2: Dual Shock Version
- Resident Evil 3: Nemesis
- Resident Evil: Director's Cut
- Resident Evil: Director's Cut—Dual Shock Version
- Resident Evil Survivor
- Revolution X
- Rising Zan: The Samurai Gunman
- Shadow Man
- Silent Hill
- Silent Scope
- Silverload
- Soul of the Samurai
- South Park
- South Park: Chef's Luv Shack
- South Park Rally
- Spawn: The Eternal
- Steel Harbinger
- Syphon Filter 2
- Tenchu: Stealth Assassins
- Tenchu 2: Birth of the Stealth Assassins
- Urban Chaos
- Vampire Hunter D
- Vandal-Hearts
- Vandal-Hearts II
- War Gods
- Warpath: Jurassic Park
- Wu-Tang: Shaolin Style

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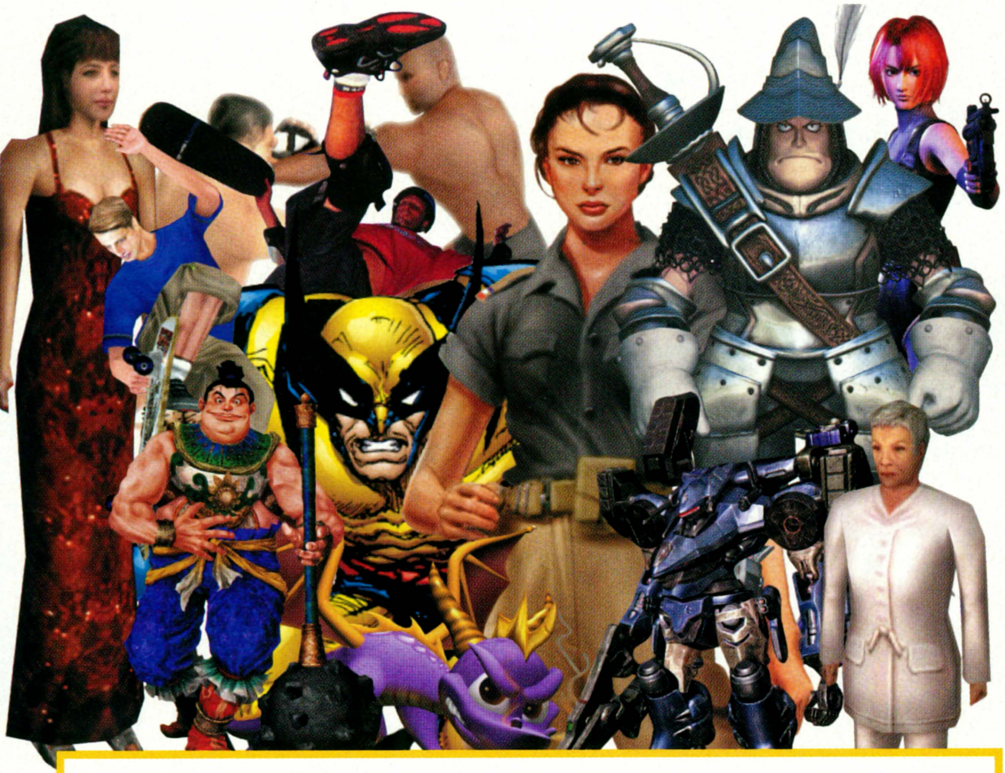
GamePro **magazine**
501 2ND Street, Suite 500
San Francisco, CA 94107



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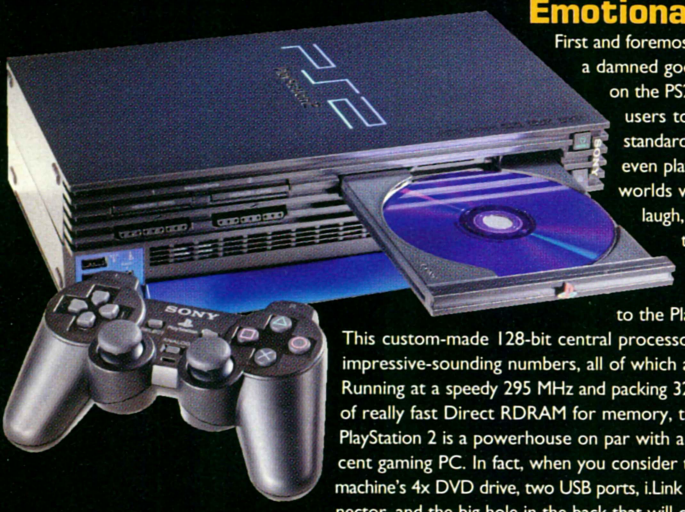
Winter 2000/2001 Issue **GAMEPRO® PRESENTS** is published quarterly by IDG Communications, Inc., 501 Second St., Ste. 500, San Francisco, CA 94107; An IDG Company: The World's Leader In Information Services On Information Technology. Periodical postage paid at San Francisco, CA, and at additional mailing offices.

Grand Central Station

The world's hottest new video games; the luxury of playing old favorites; and classic, high-definition DVD movies...is there anything the PlayStation 2 can't do? Not really.

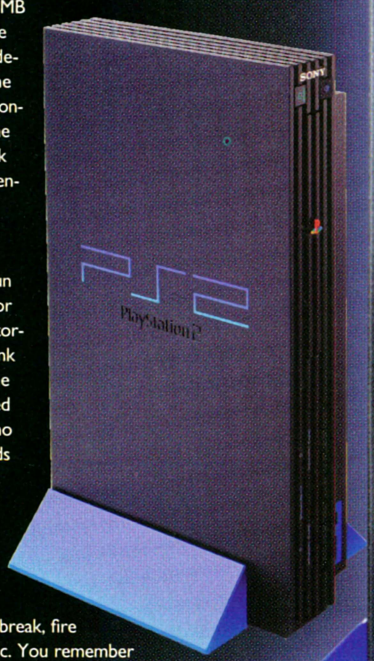
GAMERS HAVE DREAMED about "the future" for years—and played an awful lot of games that pictured what it could, should, or might never be like. But a certain slice of the future is here, now, in the form of Sony's PlayStation 2, and it promises to usher in a whole new era of interactive entertainment.



Emotional Rescue

First and foremost, the PlayStation 2 is a game machine, and a damned good one. Of course, just "playing" games on the PS2 isn't good enough. No, no—Sony wants users to feel the games, raising the technology standard to such a height that you'll forget you're even playing a game. The hope is that the virtual worlds will suck you in so completely that you'll laugh, cry, and truly care about what you see on the screen. Pompous and lofty, but hey—what if Sony succeeds?

To that end, Sony has dubbed the key to the PlayStation 2's power the "Emotion Engine." This custom-made 128-bit central processor chip is at the heart of a maelstrom of impressive-sounding numbers, all of which add up to: "really good video games." Running at a speedy 295 MHz and packing 32 MB of really fast Direct RDRAM for memory, the PlayStation 2 is a powerhouse on par with a decent gaming PC. In fact, when you consider the machine's 4x DVD drive, two USB ports, i.Link connector, and the big hole in the back that will one day house a hard drive and an Internet connector, the PlayStation 2 begins to look more like a scaled-down computer masquerading as a game console than a descendant of the Atari 2600.



All This and PlayStation, Too

You know all those PlayStation games sitting on your shelf? The PlayStation 2 will run those, too. That way, when you have the urge to play the original Twisted Metal or Tony Hawk's Pro Skater 2, you won't have to drag your gray PlayStation out of storage—just drop the old game into your new machine and go. For this, you can thank the PS2's input/output (I/O) processor, which is the same chip that provided the brains for the original PlayStation. Since the exact same piece of hardware is used in both designs, the PS2 sees PS one games as old friends of the family and has no trouble running them; the new machine also accepts controllers and memory cards intended for the original machine without question. This backward-compatibility feature is one that gamers have practically begged to have included every time a new system hits the market; it's great that Sony finally listened and incorporated the idea into the PS2.

Movie Mania

Sooner or later, though, your thumbs are going to get tired. When it's time for a break, fire up some good ol'-fashioned passive entertainment in the form of a DVD video disc. You remember passive entertainment—that's the stuff where the characters don't move when you push the buttons on the controller.

So it's a good thing the PlayStation 2 also doubles as a fully-functional DVD player, making it the center of most people's entertainment centers instantly. Not only do some PS2 games incorporate DVD video sequences as cinemas or intro movies, but the machine will play any American DVD (that is,

any disc encoded as Region 1, which is identifiable on the back of the case) just fine, while also offering access to all the special features that most discs have. Director's commentaries, deleted footage, photo galleries—if it's on the disc, you can access it easily just by using the PS2 controller or a third-party wireless remote control, for the ultimate in couch potato comfort (see sidebar, "Delicious DVDs," for more info).

Surfing the Next Wave

Then there's the future of entertainment: online connectivity. Sony has made it clear that the PS2 will capitalize on the so-called "broadband revolution"—high-speed Internet access that could make playing a game against a friend across the country as easy as playing one across the room. A hard drive and an Internet port are in development and should be released some time next year; after that, look for the official PS2 network to go online with more than just multiplayer gaming in its corner. Rental movies on demand? Downloadable game elements and demos? Entire online communities? Sony's definitely thinking big, so anything is possible.

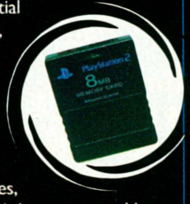
With all this in the PlayStation 2's corner, it's no wonder the thing is selling out across the country. The units will probably be in short supply until around March; by then, Sony expects it will have 3 million machines released in the U.S. With a major console battle ramping up and stiff competition from Sega, Nintendo, and Microsoft, the PlayStation 2 looks ready to take all challengers.

PlayStation 2: By the Numbers

- **CPU** 128-bit Emotion Engine
- **System Clock Frequency** 294.912 MHz
- **Cache Memory Instruction:** 16 KB, Data: 8 KB + 16 KB (ScrP)
- **Main Memory** Direct Rambus (Direct RDRAM)
- **Memory Size** 32 MB
- **Memory Bus Bandwidth** 3.2 GB per second
- **Co-processor FPU (Floating Point Unit)** Floating Point Multiply Accumulator x1, Floating Point Divider x1
- **Vector Units** VU0 and VU1 Floating Point Multiply Accumulator x9, Floating Point Divider x3
- **Floating Point Performance** 6.2 GFLOPS
- **3D CG Geometric Transformation** 66 million polygons per second
- **Compressed Image Decoder** MPEG2
- **Graphics:** Graphics Synthesizer
- **Clock Frequency** 147.456 MHz
- **Embedded DRAM** 4 MB
- **DRAM Bus bandwidth** 48 GB per second
- **DRAM Bus width** 2560 Bits
- **Pixel Configuration RGB** Alpha:Z Buffer (24:8:32)
- **Polygon Drawing Rate** 75 million polygons per second
- **Screen Resolution Variable** From 256x224 to 1280x1024
- **Sound** "SPU2+CPU"
- **Number of Voices** ADPCM: 48 channels on SPU2 plus definable, software-programmable voices
- **Sound Memory** 2 MB
- **Output Frequency** Variable up to 48 KHz (DAT quality)
- **IOP** I/O Processor CPU Core PlayStation (current) CPU
- **Clock Frequency** 33.8688 MHz or 36.864 MHz (selectable)
- **IOP Memory** 2 MB
- **Sub Bus** 32-bit
- **Interface Types** IEEE1394 i.Link, Universal Serial Bus (USB)x2, Controller Port x2, Memory Card x2
- **Disc Device** CD-ROM and DVD-ROM
- **Device Speed** 24x speed CD-ROM; 4x speed DVD-ROM
- **New Features (North American Model)** Drive bay (for 3.5" hard disk drive), DVD-Video Playback built into the hardware, no Memory Card required

Player Peripherals

There are two key add-ons that no PlayStation 2 gamer will want to be without. One is the 8 MB Memory Card—an essential for every gamer, no matter what they choose to play. Saved games, season statistics, custom players and levels, high scores, and other crucial data get stored here, just as they did with the original PlayStation—but now there's a twist. Some files and saved games lock themselves into one card and can't be copied. This foils save-sharing devices like the DexDrive, but it could also be a drag for gamers who use multiple memory cards. The long-term effects of this seemingly subtle change have yet to be determined, but owning a memory card is still a must.



The other peripheral that any gamer with friends will want is the multitap, a required adapter that enables four gamers to play simultaneously (so long as the game supports it). This isn't a new concept to PlayStation owners, but it is a new peripheral—your old PS 32-bit tap is one of the few accessories that won't work in the PS2. In other words, if you want to play Time-Splitters, Street Fighter EX3, or any of EA's sports titles with a group of close friends, you'll need this $35 doohickey.

Delicious DVDs

So many DVDs, so little time: What discs are worth your cash and will show off your fancy new toy the best? Below are a few suggestions.

The Matrix

MPAA Rating: R
Published by Warner Bros.
$24.99

This surreal sci-fi blockbuster is the perfect vehicle for a slick new technology like DVD—and the disc delivers, taking advantage of the format with goodies like behind-the-scenes documentaries and a few hidden surprises. Ever wonder how they did those cool slow-motion bullet effects? Now you'll know.

North by Northwest

MPAA Rating: Not Rated
Published by Warner Bros.
$24.99

One of Alfred Hitchcock's best films is given grandiose DVD treatment with a sharp, color-perfect pristine print. The film is loaded with classic cinema moments—Cary Grant chased by a crop duster, a literal cliffhanger on Mount Rushmore—a behind-the-scenes documentary and other extras make this a no-brainer purchase.

T2: Judgment Day—The Ultimate Edition

MPAA Rating: R
Published by Artisan Entertainment
$39.99

This two-disc *Ultimate Edition* of the 1991 blockbuster sci-fi hit is bursting at the seams with features. In addition to two versions of the film is a horde of behind-the-scenes features that cover every aspect of the film—from stunt-work to special effects—along with deleted scenes and publicity media.

Toy Story & Toy Story 2

MPAA Rating: G
Published by Disney DVD
$39.99

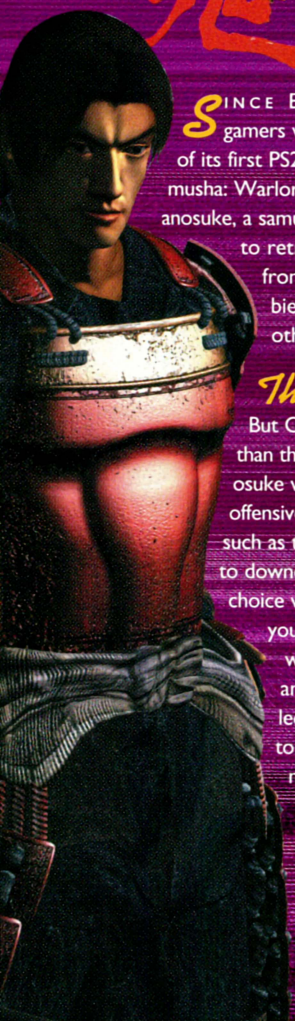
Since the film's characters were actually generated on a computer, you won't find crisper digital images than Woody, Buzz, and the gang from *Toy Story*. The DVDs not only offer a great picture and two of the best animated films in recent history, but also provide cool extras like theatrical trailers and directors' commentaries.

PS2

Developer: Capcom
Publisher: Capcom
Target release date: First Quarter 2001
1 player

PREVIEWS

ONIMUSHA Warlords



SINCE E3, CAPCOM has wowed gamers with an early, playable version of its first PS2 action/adventure yarn, Onimusha: Warlords. Gamers will play as Samanosuke, a samurai warrior who volunteers to retrieve a kidnapped princess from an army of samurai zombies, wall-crawling demons, and other monsters.

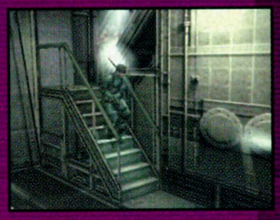
The One Samurai

But Onimusha appears to be deeper than the usual hack-n-slashers: Samanosuke will be able to execute several offensive and defensive maneuvers—such as the ability to deliver fatal stabs to downed enemies. The weapon of choice will be a samurai sword, but you'll also acquire other attacks with three gems: wind, thunder, and fire. Once you've collected a gem, you'll be able to equip it to unleash special magic attacks in battle or to solve puzzles.

Sword of Doom

Visually, Onimusha can be best described as Res-ident Evil in 16th Century feudal Japan. Vibrant prerendered backgrounds and dramatic camera angles brought the environments to life in the playable version, and the surroundings were loaded with fine details (individual rustling leaves), atmospheric lighting effects (shadows cast down long corridors), and interactive elements. In one sequence, for example, Samanosuke cut down several logs suspended by a rope over the side of a hill; the logs, in turn, rolled down and flattened several approaching zombies. Equal attention has been paid to the characters, each of whom will be comprised of 10,000 polygons. In addition, Samanosuke will have the face and voice of famed Japanese actor Takeshi Kaneshiro, and a 200-piece orchestra will perform the music. Although Onimusha is early in development, it looks to be a cut above other PlayStation 2 action offerings.

METAL GEAR SOLID® 2 SONS OF LIBERTY



Developer: KCEJ
Publisher: Konami
Target release date: Fall 2001
1 player

It's been two years since Metal Gear Solid conquered the PlayStation with an innovative combination of strategic stealth and twitch action. Judging by early preview versions of the game, it looks as if the sequel, Metal Gear Solid 2: Sons of Liberty, could easily dominate the PlayStation 2 action genre.

Back on Duty

Although he "retired" at the end of Metal Gear Solid, Solid Snake is returning to active duty in New York City for the PS2 sequel. In addition to Snake, a few familiar faces will return from MGS, including Otacon and the now left-handed gun, Revolver Ocelot. Konami is keeping the game's plot top secret, but a few details have leaked out. In the demo, Snake is sent to infiltrate an oil rig to prevent Metal Gear Ray—which was built to destroy Metal Gear Rex (last seen at the end of the PlayStation game)—from falling into the wrong hands. Soon after Snake arrives, the action heats up as a team of commandos drop from helicopters and storm the facility.

Improved: Everything!

Metal Gear Solid 2 will be loaded with new features. Snake will be able to use weapons in first-person mode, jump over railings, and climb hand-over-hand while dangling from structures—just to name a few new abilities. Accordingly, Snake's enemies will also be deadlier: For example, guards will have bullet-proof shields. Improved enemy A.I. means that adversaries will take cover during firefights and employ "commando tactics" to surround adversaries rather than blindly charging into combat.

Addictive Eye Candy

To put it simply, MGS2 looks and sounds awesome. The level of detail and various lighting effects are some of the finest to grace the PlayStation 2 to date. You'll catch small graphical details like the tail end of Snake's trademark bandana flittering in the wind or bits of flesh flying through the air when Snake clocks an enemy with a high-powered weapon. One particularly striking effect involves a shootout where several bottles shatter and ooze their contents all over the floor. Other sweet pieces of eye candy include spent shells and discarded ammo clips littering the ground, splattering rain drops during a thunderstorm, and smoke-spewing explosions. Sonically, the driving music by Harry Gregson-Williams (composer for *Armageddon* and *Enemy of the State*) keeps your adrenaline racing, while superb sound effects provide a perfect accompaniment to the onscreen action.

GRAN TURISMO 3
THE REAL DRIVING SIMULATOR

Developer: Polyphony Digital
Publisher: Sony
Target release date: Spring 2001
2 players

When the PlayStation 2 is ready to lay its motor sports on the line, it comes as no surprise that Gran Turismo will sit at the pole position. Gran Turismo 3 is the latest entrant in a series that has driven 15 million CDs into PlayStations around the world.

Gran Turismo fans know that details are what make these games primo driving experiences. In Gran Turismo 3, you'll get 130 authentic vehicles that showcase some of the most famous international auto manufacturers, including Lotus, Ferrari, and BMW. Sony plans for each to demonstrate real-life physics that take into account weight, speed, tire friction, and even wind resistance. The game will feature 15 tracks, 13 from the previous versions of GT and two new ones, Monte Carlo and the Tokyo Racing Circuit. You can also drive all 15 tracks in the reverse direction, too. There's an arcade mode for gonzo speed demons, but simulation mode will enable gamers to earn money to buy and sell vehicles and upgrade parts. All vehicles will be fully customizable from racing tires to transmissions.

ROAD RAGE

The competition should be fierce in Gran Turismo 3. Two players will be able to go head-to-head via split-screen action, and multiplayer road races will be possible using the new PS2 i.Link cable.

However, according to Sony, the artificial intelligence in GT3 is not going to be a pushover. For example, if you cut off or pass a computer-controlled car, that virtual driver will react emotionally. He's going to go after you by tailgating your car or speeding up to cut you off!

Gran Turismo 3 promises to ignite some mean driving action. PlayStation 2 drivers should plan to shift into overdrive.

Unreal Tournament

Developer: Epic Games
Publisher: Infogrames
Target release date: Available now
4 players (with multitap)

Unreal Tournament becomes a reality for console gamers as the PlayStation 2 tackles one of the PC's most celebrated fragfests. UT drops gamers into a future where bloodsport is the best entertainment. Professional gladiators take up arms like rocket launchers, flak cannons, and sawblade shooters, only to whale away on each other in ultra-violent televised matches…and you're the next contestant. You'll have to survive over 50 levels from a first-person perspective if you're going to take the UT trophy.

Lock-n-Load! Live!

At the heart of Unreal Tournament is some seriously advanced artificial intelligence. Your computer-controlled opponents dodge, attack, retreat, flank, and otherwise blow your ass away like human players in a networked deathmatch. Of course, good A.I. doesn't mean you can't battle against real live people. While there won't be online play (Sony's PS2 network is still many months away), UT does support up to four players on a single split screen or connected via i.Link cables and a FireWire hub (sold separately at most computer stores). That's no small feat: at last, four gamers, four consoles, four screens, one game!

Unreal Tournament features startlingly smooth PC-quality graphics, including excellent texture quality and jarring special effects. The audio, including massive explosions and on-the-fly insults, lives up to its PC pedigree so far as well. And although the gamepad controls were functional in this early version of the game, Unreal Tournament fully supports USB mice and keyboards, the weapons of choice for PC players. Using a mouse to look around and aim gives you true point-of-view control; combine it with simple forward, back, and strafe left/right keys on the keyboard and you have a very comfortable, devastatingly accurate two-handed control scheme. The preview version of Unreal Tournament looks very good, but with the PC game so accurately translated to a console system, aside from a few new deathmatch levels, will gamers who love the computer original have any reason to pick up the console port? Find out when Unreal Tournament hits the shelves this winter.

Herdy Gerdy

Developer: Core
Publisher: Eidos
Target release date: March 2001
1 player

WELCOME TO BALLEY Island, a small, isolated, magical land-mass in the middle of the ocean. Balley Island's culture centers around natural harmony and a balance with nature, and the herders who care for the island's indigenous creatures are among the most respected citizens. Young Gerdy is one such herder—well, a herder hopeful, anyway—and he's off to compete in the annual herder tournament in Mudland Wallow, home turf of reigning (and not terribly nice) herder supreme, Drego.

Sound goofy-cutesy-wootsey? Perhaps, but the 3D action/adventure gameplay promises to be nonlinear, enabling players to take Gerdy wherever they want to go. As he makes his way across the island, Gerdy will have to herd various types of creatures and keep them safe; he'll also see his skills improve in the process. If it looks and sounds a little like Link's adventures on the N64, it's no accident—but time will tell if Core's group of programmers can create a similarly rich adventure this March.

Winback: Covert Operations

Developer: Koei
Publisher: Koei
Target release date: March 2001
4 players (with multitap)

ONE OF THE Nintendo 64's most pleasant surprises was Winback, a Metal Gear Solid–esque action title that combined stealth and strategy with lively gunplay. Winback fans will be pleased to hear that the game is heading to the PlayStation 2 with a brand-new graphics engine and spoken dialogue instead of lengthy onscreen text—otherwise, this 128-bit conversion will be a direct port of the N64 version. Another notable enhancement will be an improved four-player deathmatch mode. As a member of an elite Special Forces unit, you'll have to infiltrate a top-secret base, solve puzzles, rescue colleagues, avoid traps, eliminate guards, and more. Judging from early screen shots of the game, it's safe to say that Winback for the PS2 could be a worthy action fix until Metal Gear Solid 2: Sons of Liberty arrives.

Legacy of Kain: Soul Reaver 2

Developer: Crystal Dynamics
Publisher: Eidos
Target release date: March 2001
1 player

FOR RAZIEL'S RETURN to the dark world of consoles, the wizards at Crystal Dynamics are hard at work making their star look as smooth and polished as possible for an undead vampire. In both the PS2 and Dreamcast versions, the model for Raziel will have triple the number of polygons he had in the original, which means smoothly moving joints and many facial expressions. Plus, the game promises to run at a constant 60 frames per second.

The developer is being tight-lipped about the story, which promises twists and turns, but we know it'll involve Kain and traveling back in time to the world of Nosgoth before it was ruined. In the preview version, the 3D levels looked even more amazing than the original's, with no noticeable texture-tiling, many rounded surfaces, and the dark, monumental architecture gamers have come to expect. Fortunately, the puzzles looked to be less of the box-pushing variety and more story-oriented, featuring such challenges as reflecting light to ignite a forge. Raziel should be a hell-raiser when he comes back to life this March.

Star Wars Episode I: Starfighter

Developer: LucasArts
Publisher: LucasArts
Target release date: December 2000
1 player

YOU'VE ALREADY PLAYED as Obi-Wan, Qui-Gon, Anakin, and even Mace Windu—swinging lightsabers and racing pods until your fingers bled—well, now it's time to dogfight in that galaxy far, far away with Star Wars Starfighter. LucasArts will put you into the cockpit to fly in 14 *Episode I*–based missions as one of three new characters. You'll fight in battles that took place behind the scenes in the movie, but which are of the utmost importance to the Rebel Alliance.

With each successive look at Starfighter, the visuals get more impressive. The preview version featured incredibly huge levels and finely detailed terrain as well as dogfights with dozens of zigzagging opponents that will blow your mind unlike any space shooter you've played on a console before. This impressive level of detail will also come with an enormous range of freedom—fly a mile up in the air and check out the view below, or even soar inside an enormous star freighter.

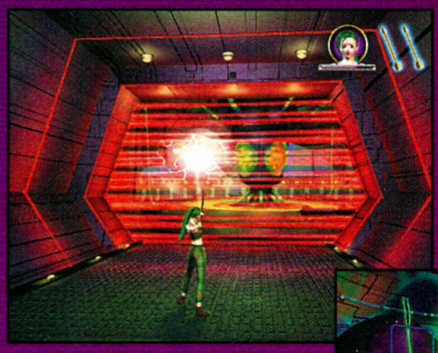
Most of the best Star Wars games have been space shooters—from X-Wing to Rogue Squadron—and LucasArts should continue that tradition with Starfighter. If you were smart enough to preorder a PlayStation 2, you might want to consider putting your name on another waiting list...for Star Wars Starfighter.

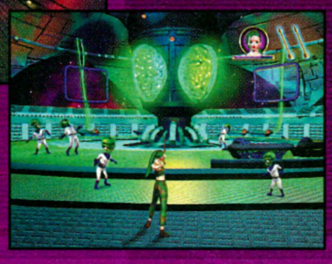
Vikki's Adventures

Developer: 3DO
Publisher: 3DO
Target release date: Spring 2001
1 player

THE SPUNKY, GREEN-haired vixen from the Army Men series is getting her own action-adventure game. And the Army Men world, it turns out, is just one of many alternate worlds.

To save Sarge from the evil Brigitte Bleu, Vikki will travel through three surreal fantasy worlds. For self-defense and solving puzzles, Vikki will rely on a bow with seven types of arrows, including fire, explosive, and magic. At some points in the game, you'll control Vikki with her sidekick, a lion named Leo. The Adventures begin this spring.





Dance Dance Revolution

Developer: Konami
Publisher: Konami
Target release date: January 2001
2 players

DANCE DANCE REVOLUTION—one of Japan's most popular games—is heading to the U.S. and will feature over 30 songs, from laid-back pop to blistering techno. Some tunes go as fast as 190 beats per minute, so if you've got two left feet, you won't last long.

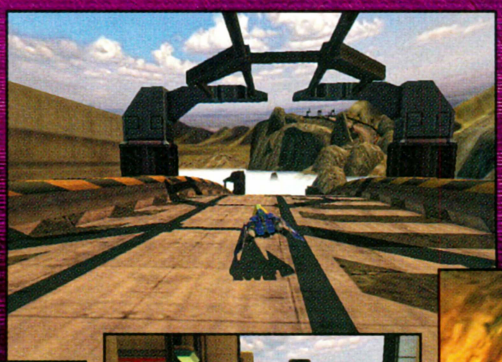
Additional home-version features include a helpful training mode and even a workout mode to help you burn some calories. The optional dance pad controllers are the key to shakin' your groove thang; get two, and you can dance cooperatively or competitively with a friend.

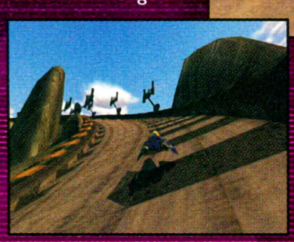
Wipeout Fusion

Developer: Studio Liverpool
Publisher: Studio Liverpool
Target release date: First Quarter 2001
2 players

THE SMOOTH WIPEOUT style will receive some hi-res treatment with Wipeout Fusion. An all-new physics engine will factor in 47 attributes for each vehicle's handling and will enable the vehicles to become truly gravity-defying, fly upside-down, and even leave the track altogether. The 32 vehicles will show damage—flying parts, smoking fires—which will affect performance and require you to use the pit stop.

The tracks will allow for much more freedom of movement. Also, CPU-controlled vehicles will no longer simply fly predetermined paths, but will be flown by A.I. pilots with unique personalities. There will also be plenty of new power-ups and special weapons, including some exclusives for multiplayer mode.

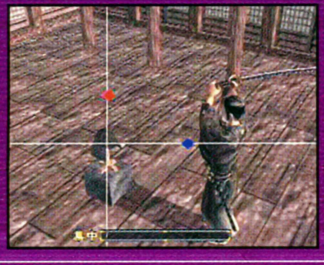




Kengo: Master of Bushido

Developer: Lightweight
Publisher: Crave Entertainment
Target release date: December 2000
2 players

DEVELOPED BY THE same team that created the Bushido Blade games for the PlayStation, Kengo will continue the art-of-swordfighting legacy, this time mixing the favorite one-hit fatalities with crisper visuals. Kengo will feature 20 fighters, each with their own realistic sword attacks, stances, and offensive strategies. After each fight, you'll gain more strength, speed, and agility, or learn more sword combinations. Battles will occur on 20 stages, with eight practice stages that include sparring with wooden swords, hitting bamboo trees, and practicing zazen meditation.



Street Lethal

Developer: Activision
Publisher: Activision
Target release date: Spring 2001
Number of players: To be determined

STREET LETHAL WILL put you behind the wheel of next-gen concept cars that will be realistically modeled after actual street-racing autos. Each car will sustain realistic damage, which will affect handling and performance. You'll also be able to create your own hot rod to use on the streets of 10 city environments, including London and Paris. Most importantly, players will be able to unlock cool bonuses like secret cars, tracks, and other goodies by successfully completing races. A lethal injection of high-speed street fun could be on its way.

Twisted Metal: Black

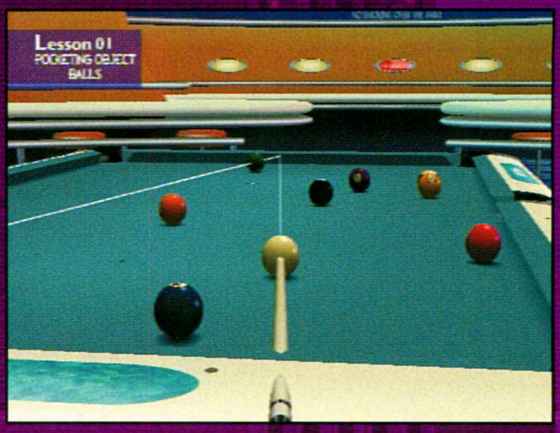
Developer: Incognito
Publisher: Sony
Target release date: 2001
4 players (with multitap)

THE TWISTED METAL franchise is heading to the PlayStation 2...and back to its creative roots. Twisted Metal: Black will feature a brand-new graphics engine, enhanced battle environments, and other major gameplay tweaks—all under the creative guidance of the developers of the first two TM games. Among Black's notable aspects will be 14 vehicles, eight single-player stages, 10 deathmatch battlegrounds, a generous helping of collectible weapons, and many advanced combo attacks. The game will also sport a steady 60 frames-per-second and new environmental factors, including pedestrians, moving traffic, and changing weather conditions.

Cool Pool: Billiards Master

Developer: ASK
Publisher: Take 2 Interactive
Target release date: Available now
2 players

IF YOU DON'T have your own pool table, Take 2 Interactive will soon be offering you a virtual alternative to embarrassment by the tattooed ruffians at your local pool hall. Cool Pool: Billiards Master for the PlayStation 2 promises to be an extremely realistic 3D pool simulation in which the ball physics will consider friction, roll, speed, and collision. You'll be able to play such games as U.S. Nine Ball, International Nine Ball, Eight Ball, Straight Pool, Rotation, and Frozen.



Ready 2 Rumble Boxing: Round 2

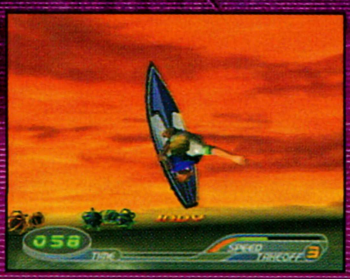
Developer: Midway Home Entertainment
Publisher: Midway Home Entertainment
Target release date: Available now
2 players

MIDWAY'S READY 2 RUMBLE franchise is returning to the ring for a second round of arcade boxing mayhem. All 11 boxers will be back from the original, joined by 12 new characters, including Shaquille O'Neal. You'll also be able to play as pop star Michael Jackson, who will be a hidden character. Other features will consist of new Tournament and Practice modes, more taunts and special moves, and enhanced fighter animations. Will the second round of Ready 2 Rumble be tougher than the first?

Surfing H_3O

Developer: Opus
Publisher: Rockstar Games
Target release date: Available now
2 players

SURFING H_3O PROMISES to use realistic wave physics and spectacular graphics to re-create the one-with-nature feel of barreling through a churning pipeline. You'll choose from 11 surfers, each with their own characteristics, to surf six exotic beaches. H_3O will be the only game to use Rockstar's unique X-Board peripheral, which fits over the analog controller to enable you to surf with your fingers. Using the X-Board, you'll be able to pull more than a dozen aerial tricks that can be linked together for virtually unlimited combinations.



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Red Faction

Developer: Volition
Publisher: THQ
Target release date: Second Quarter 2001
4 players (with multitap)

VOLITION IS READY to revolutionize gameplay in the first-person shooter genre with Red Faction. No longer will walls be invincible blockades that let you hide from your opponents or camp out. Rocket launchers will level small buildings, and armor-piercing shells will punch clean holes in walls. The single-player game will have a deep story requiring strategy and stealth as well as great marksmanship. There will also be several vehicles you pilot that change the way you battle, as well as split-screen multiplayer modes for two to four players to duke it out.

Sky Odyssey

Developer: Cross
Publisher: Activision
Target release date: Available now
1 player

PREPARE TO TAKE to the skies with aircraft from the past and present in Sky Odyssey. You'll soar in 10 planes, from a biplane to a stealth jet, in over 40 challenging missions that will span massive 3D maps. In the preview version, the weather conditions and time of day could be adjusted to your liking. The planes were also very simple to control, but there was horrendous draw-in, which made it difficult to appreciate the various landscapes. If Activision fixes the visual blemishes, Sky Odyssey could fly PlayStation 2 pilots to cloud nine.

Theme Park Roller Coaster

Developer: Bullfrog Productions
Publisher: Electronic Arts
Target release date: December 2000
1 player

IN ROLLER COASTER, which combines the best features of the highly popular Sim Theme Park for the PC and PlayStation with new music and sound effects, you'll design and build your own theme park—complete with 12 diverse roller coasters, concession stands, and sideshows. Not only will you be able to control everything from money management to the placement of rides, but you'll also be able to ride and experience all of your stomach-churning creations through a camcorder view. Let the screams and thrills begin!

The Bouncer

FOLLOWING EHRGEIZ AND Tobal, Square is taking another foray into the fighting genre with Bouncer. The Bouncer, however, will have several unique aspects, such as multiple players and multiple enemies battling simultaneously, and environments filled with interactive elements, like tables and chairs that you can use as weapons. With what seems to be a secure fighting engine, The Bouncer will feature a deep story line told through cinemas and voice-overs that will take full advantage of the game's DVD-based format. The Bouncer should be bouncing off the walls in early 2001.

Developer: Square and DreamFactory
Publisher: Square EA
Target release date: First Quarter 2000
1 player

Rayman 2: Revolution

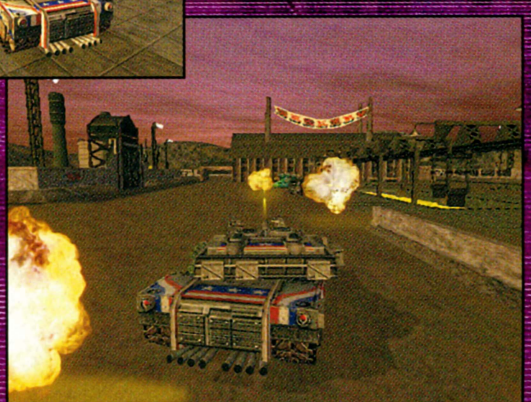
RAYMAN, ONE OF today's most popular action-platform characters, is gearing up for his first PlayStation 2 title. In Revolution, you'll guide the floating-limbed one through several gigantic, fully 3D worlds—which will be loaded with traps, secret passages, and enemies—in your quest to rescue Rayman's fellow Teensies. Rayman 2 promises to take full advantage of the PS2, with detailed graphics and plenty of action, as Rayman will battle as many as 10 onscreen enemies at once. Judging from these early screen shots, it looks as if the Revolution is off to a roaring start.

Developer: Ubi Soft
Publisher: Ubi Soft
Target release date: Available now
1 player

World Destruction League: Thunder Tanks

ALREADY A HIT on the PlayStation, BattleTanx is coming to the PS2 with a new name—Thunder Tanks. The highly charged no-holds-barred gameplay will remain the same as before, with apocalyptic explosions and easy controls through every turn. This time, though, there won't be a story line; instead, you'll choose from nine tanks, then battle through seven types of competitions over 20 levels to see who's the champ of the steel-bellied behemoths. The thunder might get a little louder this winter.

Developer: 3DO
Publisher: 3DO
Target release date: December 2000
4 players (with multitap)



Coming Soon...

Here's a list of other PlayStation 2 games that are also slated for release.

Note: The following information is not final; all release dates and game names are subject to change.

NAME	PUBLISHER	TARGET RELEASE DATE
4 x 4 Evolution	Gathering of Developers	First Quarter 2001
Age of Empires II	Konami	2001
Aliens: Colonial Marines	Fox Interactive	2001
All-Star Baseball 2002	Acclaim Sports	First Quarter 2001
Army Men: Air Attack 2	3DO	December 2000
Army Men: Sarge's Heroes 2	3DO	December 2000
Big Wave Surfing	Acclaim	2001
Blood Omen 2	Eidos	Fourth Quarter 2001
Carrier Morphed	Jaleco	December 2000
Disney's Donald Duck: Goin' Quackers	Ubi Soft	Available now
Drakan	Sony	First Quarter 2001
ESPN NBA 2 Night	Konami	2001
ESPN NFL Prime Time	Konami	2001
Evergrace	Agetec	Available now
Extermination	Sony	First Quarter 2001
Formula 1 2000: Championship Edition	EA Sports	December 2000
Fur Fighters	Acclaim	First Quarter 2001
Gauntlet: Dark Legacy	Midway Home Entertainment	First Quarter 2001
Ground Control	Sierra	Spring 2001
Gunslinger	Activision	March 2001
High Heat Baseball 2002	3DO	First Quarter 2001
Ico	Sony	Fourth Quarter 2000
Jet Ion GT	Crave Entertainment	First Quarter 2001
Jurassic Park III	Konami	2001
Kelly Slater's Pro Surfer	Activision	2001
Knockout Kings 2001	EA Sports	2001
MDK 2: Armageddon	Interplay	December 2000
NBA Hoopz	Midway Home Entertainment	First Quarter 2001
NBA Live 2001	EA Sports	December 2000
Oni	Rockstar Games	First Quarter 2001
RC Revenge Pro	Acclaim	Available now
Real Pool	Infogrames	Available now
Run Like Hell	Interplay	April 2001
Shadow Man: 2nd Coming	Acclaim	Fall 2001
Spy Hunter	Midway Home Entertainment	2001
Starsky & Hutch	Empire Interactive	2001
The Thing	Konami	2001
Tiger Woods PGA Tour 2001	EA Sports	First Quarter 2001
Tomb Raider Chronicles	Eidos	2001
Tony Hawk's Pro Skater 3	Activision	Fall 2001
Top Gear: Daredevil	Kemco	Available now
Ultimate Fighting Championship	Crave	First Quarter 2001
U.S. Navy S.E.A.L.S.	Jaleco	Spring 2001
World Destruction League: WarJetz	3DO	First Quarter 2001
Zone of the Enders	Konami	February 2001

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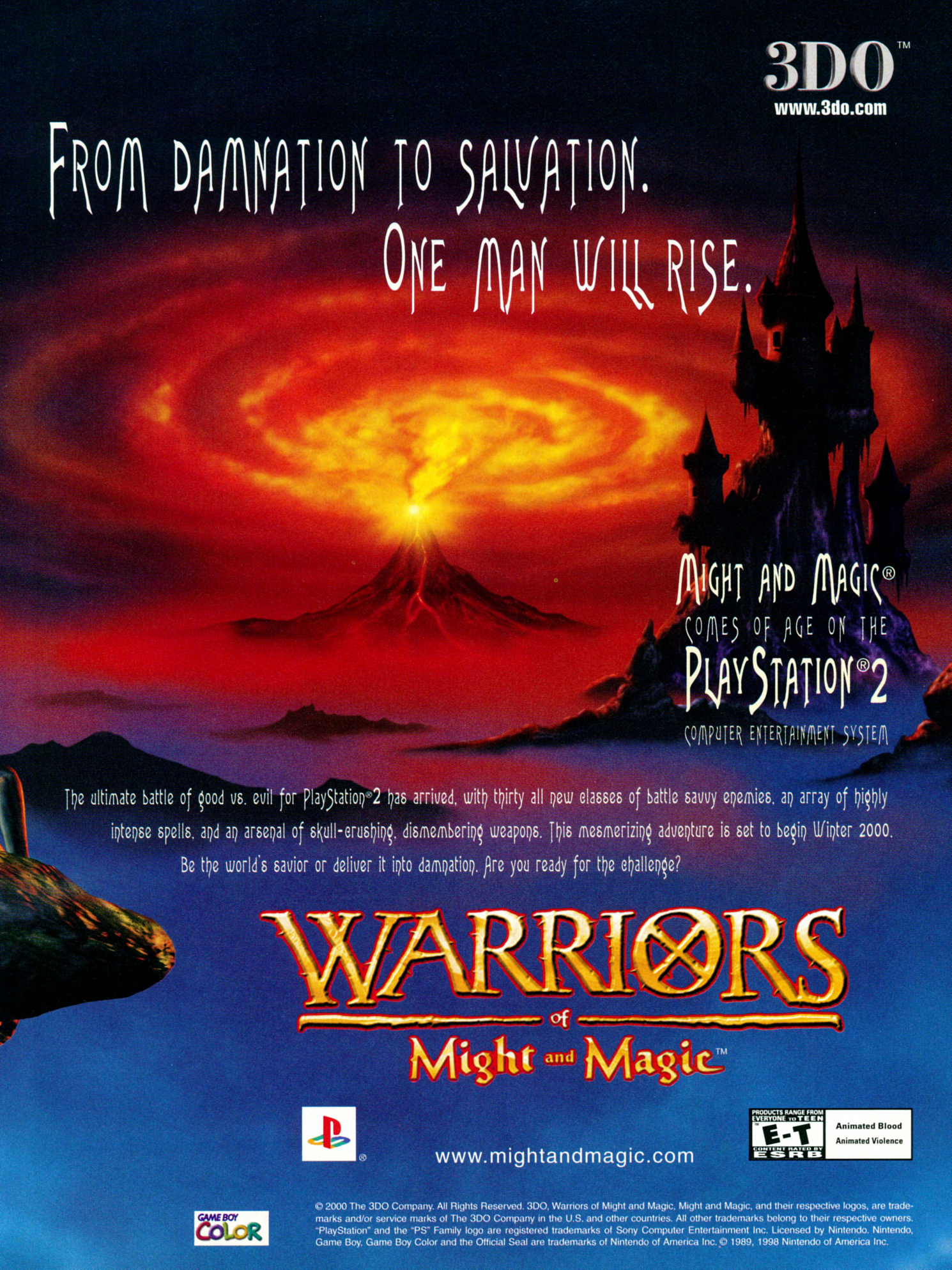
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PS2

REVIEWS

DOA2 HARDCORE

THE PS2 IS launching with a tough lineup of fighting games, but Dead or Alive 2: Hardcore outshines them all with ultra-flashy graphics, deep gameplay, furious multiplayer fun, and loads of secrets to unlock.

More, More, More

This is the forth iteration of DOA2 to hit home consoles—first was the American Dreamcast version, then the Japanese PS2 version, and, most recently, it came out for the Japanese Dreamcast—so, what's so special about this latest incarnation? What makes it Hardcore? Well, with each successive version, Tecmo's Team Ninja has added more secrets—in the form of levels, costumes, characters, and tag team moves—and DOA2: Hardcore has a list of extras that goes on forever.

There are two new playable characters for this version, Bayman, from the first DOA, and the final boss, Tengu. The game also has a ton of new costumes—up to seven for some characters—ranging from familiar outfits from the original game to really fancy digs to utterly ridiculous outfits that no proud fighter should ever wear. Also, new to Hardcore are five Tag-Battle stages, so you won't have to duke it out in the same arena. Other features include a CG Gallery of concept art and Collection mode, which is a group of funny objects like carrots or cupcakes that you gather during Survival mode battles.

Finely Tuned Machine

Other areas of the game have been tweaked as well. Costumes are much more ornate, with flowing scarves and flared collars and cuffs. Also, new reversal moves were added to some players, with devastatingly acrobatic results. Tag-Battle mode received the biggest upgrade, not only with the new arenas, but also with a fresh arsenal of tag team moves that work with any combination of fighters. Also, Story mode is a little more engrossing, featuring some new cinemas, a new arena, plus a couple of extra hidden arenas in the old levels.

While these may sound like small details, the changes really deliver a more captivating fighter, especially in the single-player modes, (where the Dreamcast version fell short). The addition of the Collection option in Survivor mode makes the PS2 version more frenetic and strategic, and is the most fun single-player mode in the game. For multiplayer, this title still features some of the most intense battles, thanks to the grapple-heavy fighting system.

Flashy, Trashy, and Splashy

Graphically, DOA2 showcases exactly how much power the PS2 has. Detailed characters, moving fluidly through enormous multi-tiered levels, deliver bone-crushing attacks that are a joy to watch.

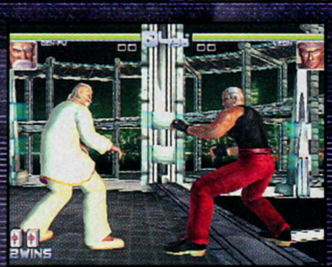
The expanded arsenal of moves, plus the multitude of new costumes, make this true visual splendor.

Sound is seldom the strong point of a fighting game, but DOA2 delivers here as well. Gamers have a choice of listening to the game with Japanese or English voice-overs (with or without subtitles), so there's something for everyone. The music is nothing to shout about, yet it fits in nicely with the high-octane fighting. And the characters' signature grunts and groans remain intact—as do the painfully exaggerated sounds of the attacks.

DOA2's unique fighting system is enhanced by its solid controls. All the flashy reversals and backbreaking holds can be pulled off with rather simple button combinations, but mastery of these techniques takes a lot longer. And the choice between arcade and PS2 controls lets both amateur and fighting-game masters find their groove.

Head-to-Head-to-Head

The PS2 launch delivers the choice of Tekken Tag Tournament, Street Fighter EX3, Ready 2 Rumble Boxing Round 2, or Dead or Alive 2: Hardcore for the lucky few who preordered their systems. While all these games offer graphically impressive brawling thrills, DOA2 stands tall among this crowd, giving fighting fans the most bang for their buck. It would be perfection if only it had a cool mini-game like Tekken Tag Bowling!



Graphics	Sound	Control	Fun Factor
5.0	4.5	4.5	5.0

Publisher: Tecmo
Price: $49.99
Available: Now
Genre: Fighting
4 players (with multitap)

TEEN T CONTENT RATED BY ESRB

GRAPHICS 5.0

Smoother and more detailed than the Dreamcast version, DOA2: Hardcore is the cream-of-the-crop of launch games when it comes to showing off the PS2's graphical power.

SOUND 4.5

This fighter gives you all the bone-crunching sounds and pulse-pounding music you need. It also features Japanese and new—and sometimes goofy—English dialogue in the cut-scenes.

CONTROL 4.5

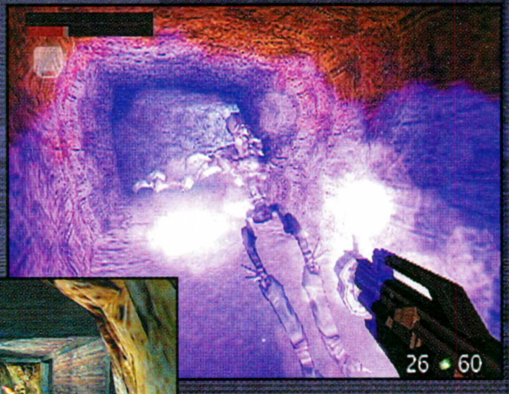
The controls are simple, but offer enough depth to keep the fights interesting as you get better. Differing arcade and PS2 control schemes for counters let you progress to a higher level.

FUN FACTOR 5.0

DOA2 looks fantastic, plays great, and offers enough for both single- and multiplayer brawls to go on and on. This is one of the best launch titles and a must-have for fighting fans with PS2s.

TimeSplitters

Wolfenstein 3D, Doom, Quake, GoldenEye: That's pretty much the history of first-person-shooter games in four landmark steps. Now it's time to add a fifth name to that list—TimeSplitters—because, frankly, this corridor shooter is just that good.



PLAN 1999 FROM OUTER SPACE

TimeSplitters is unashamedly light on plot. An extra-dimensional race of evil aliens called the TimeSplitters have been monkeying with human history for eons—but over a period of 100 years, a handful of people come to exist who can break their stranglehold of power. Players take up the roles of all those human heroes in their respective time periods, from 1935 to 2035. Each scenario has its own unique features, but they all share a common get-the-item level goal, and once the pickup is made, the TimeSplitters warp in from the far reaches of time and space to kick your ass. Although the levels are as fun as they are long, you'll desperately wish for periodic save checkpoints.

THE TESTS OF TIME

If fighting the computer isn't your style, you can always mix it up with your friends in a four-player battle. TimeSplitters offers 60 multiplayer characters, plus some creative options that include BagTag, a violent version of keep away, and Escort, a difficult bodyguard scenario. Players can choose from several cool weapons, and if you want even more control, choose some bots to join in the action, or use the incredible MapMaker to create your own level in just a few minutes.

Visually, the detailed environments, shattering glass, and smooth, stylized character animation make this game shine. The design is half-creepy, half-cartoony; levels are filled with genuinely disturbing bad guys, but with humorous touches to take the edge off. The graphics blaze by at 60 frames per second—even in split-screen matches—free of pop-up. The audio features excellent thematic music for each time period and great sound effects like machine-gun repeats and alien screams. The customizable controls feel instantly comfortable and should pose no problem, even to genre newbies.

CHRONO TRIGGER?

With lotsa gunplay, TimeSplitters earns every bit of its Teen rating—but there's no blood, and a cartoony sensibility keeps things appropriately fantasy-based. It's a thrilling triumph for all involved, especially hungry action gamers.

Graphics	Sound	Control	Fun Factor
5.0	4.5	5.0	5.0

Publisher: Eidos
Price: $49.99
Available: Now
Genre: Shooting
4 players (with multitap)

TEEN T — CONTENT RATED BY ESRB

GRAPHICS 5.0

TimeSplitters offers a unique creepy/cartoony look with smooth animations and cool effects, delivered at the promised 60 frames per second. This is the good stuff.

SOUND 4.5

From ancient Egypt to Asia, excellent music sets the atmosphere for each level. The blasts of shotguns and M-16s are crisp and dominate the soundscape.

CONTROL 5.0

Shooters on consoles always need precise, yet comfortable, controls, and TimeSplitters delivers them. They're logical and responsive, and totally remappable.

FUN FACTOR 5.0

First-person shooter fans, your prayers have been answered. With killer visuals, tight control, and an amazing number of options, TimeSplitters is one of the games that will make the PlayStation 2 feel like it was worth the wait.

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SMUGGLER'S RUN

SMUGGLER'S RUN MAKES good use of the PlayStation 2 to offer gameplay unlike that of any other driving game—you can go off-road practically anywhere in Smuggler's huge, lifelike worlds. This, combined with the pressure-cooker of delivering contraband within tight time limits while being hounded by tenacious cops and rival gangs, makes Smuggler's Run one of the most exciting and addictive games yet for the PS2.

Roads? We Don't Need No Stinkin' Roads

Your mission is to pick up and deliver contraband—industrial secrets, organ transplants, weapons, and more—by following a Crazy Taxi–like arrow at the top of your screen. While roads are the easiest way to get around, your objectives are usually off the beaten path. Luckily, you can drive absolutely anywhere—up steep hills, over cliffs, across rivers, and through fences.

Smuggler's physics and controls are a perfect cross between realism and fun: While hitting a slope at the wrong angle will send you cartwheeling, you can also land huge jumps and drive almost vertically. The simple controls keep you in firm command of your vehicles, which include a dune buggy, monster truck, rally car, and a Humvee lookalike.

Joy Riding

The maps are incredibly well modeled, complete with towns, street signs, power lines, wildlife, hikers, and more. And while there are only two areas (desert and forest, plus snow-covered forest), they're huge: You'll rarely feel like you're covering the same ground. The vehicles are highly detailed and shed parts like demolition derby cars. Still, there's never a hint of slowdown, even with eight cars onscreen. Unfortunately, the sounds aren't as good—mostly annoying sirens and your old lady yelling at you.

We Don't Need No Stinkin' Badges, Neither

Besides tough terrain, your biggest enemy in Smuggler is the law—U.S. Border Patrol, Army MPs, and CIA agents. They're smart and tough and will be on you like white on rice, bumping and smashing you. When your damage points run out and a cop touches you, you're arrested.

While the worlds are huge, you're given very little time to complete your missions. You'll often need a perfect run, which can take dozens of tries. Yet the gameplay is so smooth and enjoyable that Smuggler's Run never becomes frustrating. The game has so many variables that no two runs are alike, and you'll enjoy replaying missions over and over. If you're in the market for some highly addictive, heart-pounding action, score a copy of Smuggler's Run.

Graphics	Sound	Control	Fun Factor
4.5	4.0	5.0	5.0

Publisher: Rockstar Games
Price: $49.99
Available: Now
Genre: Driving/racing
2 players

TEEN T CONTENT RATED BY ESRB

GRAPHICS 4.5

You can go practically anywhere in the huge, realistically modeled worlds. The great-looking vehicles shed parts as they take damage, eventually exposing even their engines. There's never a hint of slowdown, and you get a thrilling sense of speed.

SOUND 4.0

Whirring police sirens are the most noticeable sound effect, and soon chafe your nerves. The voice bits—mostly chastisements from your old lady and the cops—are funny, but repetitive. A pumped-up soundtrack is lacking.

CONTROL 5.0

What more could you ask for? These simple controls are all that's needed in a driving game—gas, brake, hand brake, and turn—and they respond perfectly. Your car will soon feel like an extension of your body as you learn to feel your way across the terrain.

FUN FACTOR 5.0

Tearing across varied and rugged terrain to pick up and deliver contraband, all while evading cops and rival gangs, is extremely fun—even when some missions take 30 or more tries. Anyone who likes fast, challenging games should grab a copy of Smuggler's Run.

VIPER 2

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Dynasty Warriors 2

Graphics	Sound	Control	Fun Factor
4.5	4.0	4.5	4.5

Publisher: Koei
Price: $49.99
Available: Now
Genre: Action/adventure
1 player

TEEN T CONTENT RATED BY ESRB

KOEI IS RENOWNED for its detailed, historical war strategy sims, but the company showed diversity a few years ago with Dynasty Warriors, a one-on-one fighting game for the PlayStation with Chinese war figures from the past. The sequel, Dynasty Warriors 2, brings the characters back to the gaming front, but this time in a unique action/strategy title.

"Damn You, Guan Yu!"

Dynasty Warriors 2 can best be described as an action-packed, real-time strategy game that takes you out of the armchair and onto the battlefield. You can choose from one of nine mighty warriors, each armed with a specialized weapon. Using a behind-the-character view, you run, jump, block, hack-n-slash, pull off high-hitting combos, and even collect arrows, which you can lob at enemies via a first-person view that can be changed on the fly.

Although the selectable battlers pack a huge punch individually, one of DW2's best assets is its emphasis on teamwork. Each campaign is fought with other war leaders; if you work in concert with them, you'll be successful—in fact, they'll end up saving your rear end as much as you save theirs. This results in long, exhausting, and suspenseful campaigns that will leave your thumbs pleading for mercy.

Battle Cry

DW2 delivers a hefty share of impressive visuals—especially the high number of personages that can gather onscreen at one time. The graphics are ultra-smooth and packed with fine details—such as battle-armor insignias and flowing hair—but pop-up and fog problems abound, while, at times, your adversaries literally appear out of thin air. The sound is a fine pairing for the impressive visuals, but the monotonous hard-rock music and some wacky character voices detract from the overall score.

Tight controls keep the action firmly in hand—especially when you're surrounded by an enemy army and the only escape route is via brute force. The multiple abilities of each character are simple to execute and never become confusing, although pinpointing individual targets with the first-person automatic lock-on can become a frustrating episode of trial-and-error.

Victorious!

For a PS2 launch title, Dynasty Warriors 2 is the type of offering that amply shows off the system's capabilities and provides action/strategy fans with one hell of a good game. This Dynasty should rule for quite some time.

GRAPHICS 4.5

Although the visuals are plagued by pop-up and fog, you'll be mostly awed by the colorful, detailed characters and by the sheer number of combatants that fill the screen.

SOUND 4.0

If you can get over the repetitive hard-rock music that drones on forever and some awkward character voices, the soundtrack does a solid job with a plethora of effective slashes, clangs, and other assorted sounds of battle.

CONTROL 4.5

Each character is imbued with abilities that stay firmly in your command and never become confusing. Executing attack combos is a breeze, but firing arrows in first-person view is hampered by an inaccurate automatic lock-on.

FUN FACTOR 4.5

Gamers looking for more than run-of-the-mill hack-n-slash will be well served by Dynasty Warriors 2, an action/strategy game with looks and brains. Here's an adventure that no PlayStation 2 gamer should miss.

TEKKEN TAG TOURNAMENT

Graphics	Sound	Control	Fun Factor
5.0	4.5	4.5	4.5

Publisher: Namco
Price: $49.99
Available: Now
Genre: Fighting
4 players (with multitap)

TEEN T CONTENT RATED BY ESRB

THE LATEST MEMBER of the Tekken family—albeit over a year old since its arrival in the arcade—debuts as one of the premier fighting games for the PS2. Tekken Tag Tournament's attention to visual detail and fun gameplay even outperform its coin-op counterpart's, making it a must-have title for PS2 owners.

IT'S ALL ABOUT TEAMWORK

TTT features a cast of 34 characters, including favorite brawlers from both Tekken 2 and Tekken 3, plus an original end boss. But this isn't just a Tekken family reunion; TTT brings a new strategy to the ring with a "tag" system that lets you tag in a partner any time during a round. Fighter duos can do major damage, alternating between each other on the fly without interrupting the action and teaming up to do insane multi-hit partner-swap air juggle combos.

TEKKEN IT TO THE NEXT LEVEL

Immediately, players will notice the game's sharp graphics. Everything looks more polished than the arcade version with enhanced, well-drawn environments and beautiful computer-generated cinemas. The character detail is also astonishing. From different outfits to each of their unique animations, fighters are vivid and move smoothly without any slowdown. As for the audio, the sounds of TTT have been faithfully retained from the arcade.

Fans of this ferocious fighter franchise, either of the arcade or home versions, will instantly feel right at home with the controls. Using just the top four buttons, directional pad, and a shoulder button to switch between fighters, bruisers can execute devastating 10-hit combos and bone-crunching linking moves. Even if you're a Tekken newbie, the Practice mode will quickly whip you into shape…the only drawback is you must learn the big-hit combos on your own. Besides the Practice option, TTT has other special modes not found in the arcade version, including Time Attack and Survival modes, an art gallery, and a mini-game called Tekken Bowl.

TAG, YOU'RE HIT!

Namco has always been strong in the fighting genre, and Tekken Tag Tournament is no exception. While the game may be old in the arcades, it certainly looks and feels new with its outstanding graphics, sound, and controls. This is a perfect addition to the PS2's library.

GRAPHICS 5.0

TTT outshines the arcade version in every way—from more gorgeous backgrounds to smoother animations, this game overflows with visual excellence. You won't find even an ounce of slowdown when the action gets furious onscreen.

SOUND 4.5

Throw your punches and kicks to the rhythm of the well-done soundtrack, which includes great background techno tunes. The sound effects, such as thunderous punches and bruised moans, also bring harmony to the chaotic and intense fight scenes.

CONTROL 4.5

Simple controls enable you to perform killer combos. Plus, each fighter has an enormous repertoire of special attacks that will take days to learn. Having two on a team also makes your strategy even more complex, but not hard to execute.

FUN FACTOR 4.5

TTT isn't new to the fighting scene. This PS2 version, however, combines a wealth of visual power with extra gameplay modes, creating hours of intense gameplay. Even better, up to four players can duke it out at once. This is what launch titles are supposed to be!

MADDEN FOOTBALL 2001 for the PlayStation 2 has more glitz and glamour than the Dallas Cowboy cheerleaders. Yes, you get all the usual Madden refinements (all the NFL teams and more) and you can also build your own fantasy franchise with trades and free-agent signings.

An All-Pro Production

But let's face it, the first thing you'll notice about this game is the eye-popping, rendered 3D polygons that make players look as smooth as silk. And the TV-style close-ups and replays are so real they're scary.

Madden and Summerall lead the strong audio charge and this game spouts more Madden-isms than ever, plus it treats you to a heaping of on-field trash talk and first-rate crowd noise that acknowledges the home team.

Playmaker Power

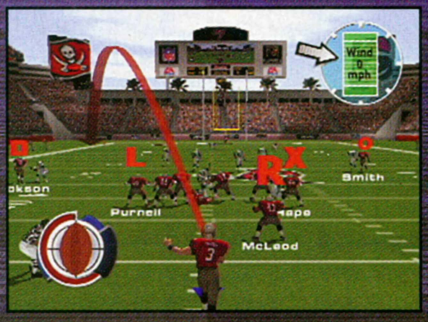
Madden 2001 raises the bar on gameplay. The A.I. receives an I.Q. upgrade, so defensive backs are noticeably smarter. The brighter DBs also bring a nifty addition to the solid accurate controls: coverage audibles that enable you to position backs either loose on receivers or in tight bump-and-run coverages.

Longtime Madden players may have mixed feelings about some of the other gameplay improvements. The quick, but impossibly long, "skate" juke enacted by ball carriers is now a more realistic-looking, but noticeably slower, cut move.

EA Sports played it smart this time by making Madden NFL 2001 a football powerhouse as well as the first PS2 football game. Everyone else looking to score on Madden better come loaded for bear.

Graphics	Sound	Control	Fun Factor
5.0	5.0	5.0	5.0

Publisher: EA Sports
Price: $49.99
Available: Now
Genre: Sports
2 players
EVERYONE
CONTENT RATED BY ESRB

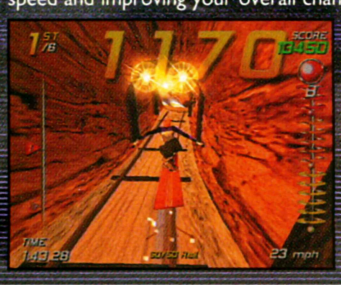


REMEMBER WHEN SNOWboarding games sucked? That's all in the past now as SSX finally brings the excitement and pure downhill joy back to snowboarding.

Powder Trip

SSX's eight tracks are impressively long and filled with secret shortcuts and trick opportunities. In addition to traditional powdery mountains, you'll tackle a glacier off the coast of Hawaii, surf a snowed-in city complete with subway shortcuts, or hit a bonus course of pure, unpacked snow where you can explore and make your own path.

Of course, you'll have to do more than just survive the course. Aside from fighting off as many as seven determined opponents, you'll be expected to pull off mid-race stunts. The more tricks you pull and jumps you land, the more adrenaline you'll obtain, boosting your speed and improving your overall chances.



If you're into stunts, check out Showoff mode where you'll earn Olympic-style medals for your trick performance. You'll also find an obstacle-filled Adventure mode, and push-your-way-to-victory Knockdown mode.

Graphics	Sound	Control	Fun Factor
5.0	4.5	4.5	5.0

Publisher: EA Sports Big
Price: $49.99
Available: Now
Genre: Sports
2 players
EVERYONE
CONTENT RATED BY ESRB

A Downhill Thrill

Visually, SSX shines with high-resolution, wickedly fast gameplay graphics. The soundtrack leans toward the techno side, but the voices steal the show—from the announcer's witty barbs and truly helpful reminders to the quips from the riders themselves. SSX is easy to pick up and play, sporting knife-edge analog controls that will have you carving the snow like a pro immediately.

SSX is a quality extreme-racing title packed with options, challenges, and rewarding replayability. Someone had to break the Curse of the Lame Snowboarding Games, and SSX does it in style.

SILENT SCOPE

KONAMI GIVES THE PlayStation 2 a picture-perfect conversion of arcade smash Silent Scope. Even without the sniper-rifle peripheral of its arcade forefather, Scope will keep itchy trigger-fingers briefly satisfied with its unique interface and skill-requiring action.

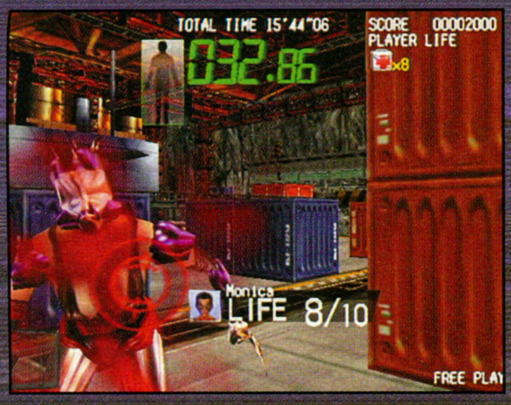
Graphics	Sound	Control	Fun Factor
4.5	4.0	4.5	4.0

Publisher: Konami
Price: $49.99
Available: Now
Genre: Shooting
1 player
MATURE M CONTENT RATED BY ESRB

Stealthy Shooter

Scope differs from the usual point-the-gun-at-the-screen-and-fire-away game in that it relies on stealth and patience. As part of a special anti-terrorist unit, you're armed with a sniper rifle and you must carefully choose your target before squeezing off a round. Scope's highlight is the one-player Story mode where you have to rescue the First Family while shooting it out with terrorists under diverse conditions. Capping each mission are intense boss battles, as these bad boys come at you in everything from a jumpjet to an 18-wheeler.

Unfortunately, Story mode doesn't offer much long-term replay value, despite some nonlinear gameplay elements. Console-exclusive Target range and practice modes provide some compensation, but Scope is hardly a game that you'll play for days on end.

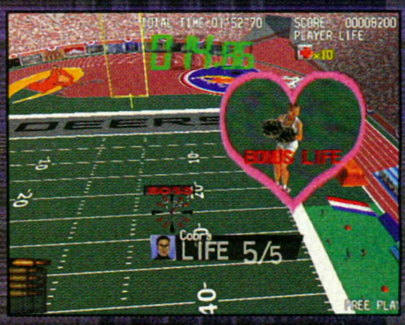


Brief, but Challenging

Scope's controls are surprisingly workmanlike. The shoulder buttons allow you to quickly scope out perspective targets, and the analog sticks move the target cursor around the screen with ease.

Scope also delivers a direct hit with excellent visuals and sounds. Razor-sharp 3D graphics keep the action alive, though some of your adversaries suffer from blocky-polygon syndrome. Vibrant sound effects highlight the audio track, though distracting chatter from your teammates and the innocuous music score are both downers.

Silent Scope is a strong first-generation offering and a picture-perfect arcade conversion. While a debatable purchase, Scope easily qualifies as a must-rent title.



X SQUAD

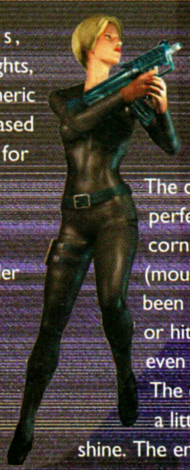
DESPITE CRISP GRAPHICS, good controls, and intense firefights, X Squad is a straightforward—if generic and uninspired—third-person squad-based shooter that won't make waiting for Metal Gear Solid 2 any easier.

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	3.5

Publisher: Electronic Arts
Price: $49.99
Available: Now
Genre: Action/adventure
1 player
TEEN T CONTENT RATED BY ESRB

HEX SQUAD

It's 2037, and you're Ash, leader of X Squad—a band of four commandos who follow you around, get in your line of fire, and spout inane comments over their headsets when they're only three feet away. Although X Squad has lots of cool weapons, your group starts with only pistols and a shotgun. The problem is you can't take weapons from dead enemies, and they're very expensive to buy. Even if your company had good guns, your comrades' aim is so bad, they wouldn't hit the sky at two paces. Plan on doing the hard stuff yourself and using your squad mates primarily to draw fire.



WELCOME TO MY UNDERGROUND LAIR

Token teammates aside, X Squad works well as a third-person shooter. The controls for moving and looking are perfect, especially for peeking around corners. But manual aiming is impossible (mouse and keyboard support would've been nice), and the auto-aim often misses or hits the wall directly in front of you—even when you're locked onto an enemy. The character models look great, though a little too sparkly—even your clothes shine. The environments, however, are generic square corridors in which progressing is simply a matter of finding buttons to unlock doors. The sound effects are fine—the machine gun fire is sweet music—yet the voice-acting and dialogue is ridiculous (example: "Concentrate. That's an order."). If you can't get enough of third-person shooters, X Squad will give you plenty of trigger time, but will offer nothing especially innovative or new.

MIDNIGHT CLUB STREET RACING

Graphics	Sound	Control	Fun Factor
4.5	3.5	4.5	4.5

Publisher: Rockstar Games
Price: $49.99
Available: Now
Genre: Driving/racing
2 players
ESRB: TEEN

IF YOU HAVE a lead foot and a need for speed, check into the Midnight Club for some slick, addictive Street Racing.

Midnight Club is modeled after the real-life world of illegal street races: You put your driving abilities to the test in the battle for pink slips and status. You'll compete in 39 races, earning new cars when you beat certain opponents. MC's roam-anywhere environments are a sweet departure from stick-to-the-road racing games where you're limited to a track. The driving action is intense, giving you a great sense that you're actually going 114 mph on the streets of NYC.

Fine controls complement the game, and each car's handling and speed characteristics handle responsively. Solid graphics also abound—from the accurately detailed cities of NYC and London to the shiny, sleek cars. The techno-beat soundtrack and sound effects are decent, but the voice-overs quickly become repetitious.

If you're looking for some new nightlife on your PlayStation 2, you should definitely join the Club.

motoGP

Graphics	Sound	Control	Fun Factor
4.5	4.5	3.0	4.0

Publisher: Namco
Price: $49.99
Available: Now
Genre: Driving/racing
2 players
ESRB: EVERYONE

500CC ACTION NEVER looked so sharp. MotoGP lets you hop on authentic bikes from big names like Honda and BMW to go against equally big-name bikers, like Kenny Roberts and Max Biaggi, in this slick racing-bike sim. The break-neck action takes you through five game modes (season, versus, challenge, arcade, and time trial) on real-life tracks, such as Susuka, Donington, and Jarez.

With the solid sounds of the eager horsepower under your seat and the cheering crowd in the stands, you'll be thrilled by the detailed bikes and tracks (especially noticeable in the replay camera). The controls, however, are a challenge (even with "simulation" turned off) and take some getting used to—particularly when maneuvering in and out of corners. Still, MotoGP is a strong bike sim with great graphics and fast gameplay, and is well worth a weekend rental at the very least.

RIDGE RACER V

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.5	4.0

Publisher: Namco
Price: $49.99
Available: Now
Genre: Driving/racing
2 players
ESRB: EVERYONE

EVEN WITH ITS trademark cool, arcade-style gameplay, Ridge Racer V should've stayed in the pits until its two-player bugs had been exterminated.

RRV combines super-fast cars with windy roads that make mastering turns essential to winning. The various concept vehicles range from speedsters to nimble autos—and you can tune each with upgradeable engines and paint vehicles with new colors. Learning how to maneuver the cars takes time, but, eventually, you'll feel absolutely at ease thanks to tight analog controls.

RRV shines with extraordinary visuals and a slick soundtrack. Autos are detailed with vivid colors and logos, and the frame rate is impressively fast. Various techno tunes pace the game perfectly, while the sound effects are a delight to hear. The commentary, though, can become annoying and repetitive. The biggest downshift is the two-player mode, which is rife with horrendous draw-in and a limited camera view. It's also harder to control your car in the two-player game.

Ridge fans and speed freaks should definitely take RRV for a spin. Two-player mode aside, RRV revs up for a great single-player race with enough hidden cars and tracks to keep you busy for days.

ARMORED CORE 2

ARMORED CORE 2 gears up as a great third-person, giant-robot killer with solid gameplay, a nonlinear story, and a ton of tweaks and customizations for your robot.

Set in a post-apocalyptic future, where corporations run the show, you take charge of a megaton Armored Core (or AC), equip it with various weapons, and then deploy it for guerilla tactics against competitors. Missions range from escorting a train to capturing cargo, and change the course of the game.

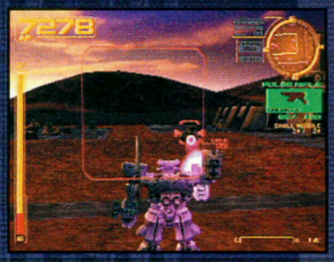
The action's straightforward: Lock your weapons on to the nearest enemy and plug away. AC2's standout element is the customization. With 10 billion possible part combinations for your AC, you can continually tweak and swap items to make the perfect robot—an aspect that keeps the action fresh.

Strong graphics bring the AC world to life with smoothly rendered robots and cool visual effects. The sounds are solid, though more concussion effects would've made the size of these monstrosities more palpable. AC2's sour note is the controls: The up/down motion of the ACs is tough to deal with, as the PlayStation 2 controller isn't best suited for this type of game.

Armored Core 2 is a solid title that gets kudos for strong action and replay value. Giant-robot fans will want it—others should, at the very least, rent it.

Graphics	Sound	Control	Fun Factor
4.5	4.0	3.5	4.5

Publisher: Agetec
Price: $49.99
Available: Now
Genre: Action/adventure
2 players
TEEN
CONTENT RATED BY ESRB



KESSEN

KESSEN IS A double-edged sword: It successfully delivers a spectacular-looking display of medieval Japanese warfare, but fails as a real-time strategy game.

Kessen delivers sumptuous eye and ear candy—especially the clash of dozens of incredibly detailed 17th-century Japanese soldiers accompanied by the roar of battle and epic music. This is most evident in the many beautiful but repetitive cinemas as you're forced to watch for everything that happens on the battlefield. While the close-in battle scenes look amazing, the player has no involvement beyond watching them: The interactive aspect is the best part of the game.

You really take command at the Battle screen, with a wide-angle view and totally different graphics engine where your units are reduced to scruffy icons. It's extremely difficult just to roam around the map, choose a unit, and give it an order. You're also thrown all over the map to respond to your lieutenants' constant queries and reports. You never feel the commander in control of a large battle, more like an observer of many small, disconnected skirmishes.

If you're looking for a good strategy game, look elsewhere. If you want to show off some amazing graphics, or if you're a fanatic for Japanese history, Kessen delivers.

Graphics	Sound	Control	Fun Factor
4.5	4.0	2.5	2.5

Publisher: Electronic Arts
Price: $49.99
Available: Now
Genre: Puzzle/strategy
1 player
TEEN
CONTENT RATED BY ESRB

STREET FIGHTER EX3

CAPCOM BRINGS ITS legendary fighting series to the PlayStation 2. Unfortunately, subpar graphics and a dusty 2D fighting engine put Street Fighter EX3 a step behind other PS2 brawlers.

The Street Fighter EX series combines 3D graphics with Capcom's traditional 2D fighting engine, and veterans will recognize the combination immediately. However, instead of traditional one-on-one or tag-team fights, EX3 has several multiplayer modes including four-player free-for-alls. The fighter lineup is comprised of 16 characters, plus nine unlockable secret characters, and you can even create custom fighters.

Despite the gameplay extras, Capcom forgot to perfect the basics. Graphically, EX3 is mediocre, with unrealistic, blocky characters and sparkly effects. The audio track features more weak tunes and effects carried over from previous EX's. Controls are rock-solid, Capcom style. In fact, this game is a little easier to master than the Street Fighter III or Vs. series, which might bring some newbies to the brawl.

Overall, EX3 is just a prettier version of the 32-bit EX titles—but not pretty enough to make up for its so-so combat. Street Fighter fanatics will enjoy EX3, but the SF series is much better in 2D on the Dreamcast.

Graphics	Sound	Control	Fun Factor
4.0	3.0	4.5	3.5

Publisher: Capcom
Price: $49.99
Available: Now
Genre: Fighting
4 players (with multitap)
TEEN
CONTENT RATED BY ESRB

FIFA 2001

LONG KNOWN AS the best-playing soccer series out there, FIFA 2001 carries on that tradition with its PS2 debut. As always, FIFA packs in an obscene amount of teams, tournaments, and leagues, including everything from the MLS to the English Premier League to the national squads. The gameplay and ball physics feel more realistic than in years past—on anything but the Rookie difficulty level, you'll be hard-pressed to score more than a couple goals. Deep, intuitive controls back up the action all the way.

Visually, FIFA shines with slick lighting and animations. Some of the player models look a little too mannequin-like at times, though. On the sound side, the well-delivered commentary isn't as detailed or as varied as it should be.

Still, FIFA 2001 delivers a fine performance. It's not the instant classic that some of EA's other titles are, but if you're a fan of the world's most popular sport, you'll be glued to the controller.

Graphics	Sound	Control	Fun Factor
4.5	4.0	4.5	4.5

Publisher: EA Sports
Price: $49.99
Available: Now
Genre: Sports
8 players (with multitap)

EVERYONE
CONTENT RATED BY ESRB

NASCAR 2001

NASCAR 2001 ROLLS out of pit lane and onto the PS2 with all the tuning that stock-car fans will expect: slick A.I., sleek car models, and best of all, virtually no pop-up. For fans of the sport, this game's a definite winner.

NASCAR 2001 peels out with a very sturdy lineup of features. Along with 34 pro drivers like Gordon and Earnhardt, you'll find 12 official tracks, including Daytona for the first time. One of the coolest features is the variety of seasons you can race, which range from the full NASCAR circuit to custom seasons where you tackle just the superspeedways, just the road courses, and so on. Solid controls keep you in the thick of things throughout.

Visually, these cars sizzle with cool details and lighting. The sounds, though respectable, come up a little short as the commentators call the action professionally, but their remarks get boring quickly. Still, for its rookie season on the PS2, NASCAR 2001 handles like a winner.

Graphics	Sound	Control	Fun Factor
4.5	3.5	4.5	4.5

Publisher: EA Sports
Price: $49.99
Available: Now
Genre: Sports
2 players

EVERYONE
CONTENT RATED BY ESRB

NHL 2001

NHL 2001'S INAUGURAL PS2 edition is the sort of game that will make you glad you sprung for Sony's new system—it's one of the best among the first wave of PS2 games. While NHL 2001's gameplay is riveting, the spectacular graphics and sounds will grab your attention first. From the opening moments when your team strides from the locker room onto the ice to the first time a player grouches to the ref that a penalty is "weak"—and the ref snarls "Get in the box!"—you'll be floored.

Throughout it all, that familiar, stellar gameplay returns to make the action exciting, realistic, and seriously fun. Along with all the standard features, you'll find a cool new momentum meter and options for tweaking the controls and A.I., which round out the game with standards like fighting, trades, and more. As for control, a comfortable, responsive feel is matched by great depth and killer touches like the big hit/deke button. All told, NHL 2001 is an impressive example of next-gen sports action, and ranks as one of the new system's best titles.

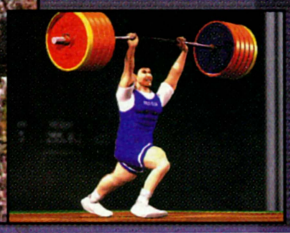
Graphics	Sound	Control	Fun Factor
5.0	5.0	5.0	5.0

Publisher: EA Sports
Price: $49.99
Available: Now
Genre: Sports
8 players (with multitap)

EVERYONE
CONTENT RATED BY ESRB

INTERNATIONAL TRACK & FIELD

EXCEPTIONAL GRAPHICS AND realistic motion-capture visuals make ESPN International Track & Field an even better spectator sport than day-old, tape-delayed Olympics coverage. Maurice Green—2000 Sydney Olympics gold medal winner in the 100-meter dash—is one of six athletes motion-captured for the game, lending a very real look and feel to the competition. The 10 events in Track & Field can be played alone or with up to three friends. Many of the events require timing and finesse—you won't get the gold in the horizontal bar your first time out. The DVD format provides several videos of the motion-capture filming and on-camera interviews with the athletes. The soundtrack is generally mediocre, but you can unlock diverse sounds for your athletes, such as cartoony effects or animal grunts. If you're a fan of track & field extravaganzas, or you just love multiplayer button-mashing, add this game to your personal decathlon.



Graphics	Sound	Control	Fun Factor
5.0	4.0	4.5	4.5

Publisher: Konami
Price: $49.99
Available: Now
Genre: Sports
4 players (with multitap)
EVERYONE
CONTENT RATED BY ESRB

ESPN WINTER X GAMES SNOWBOARDING

ESPN WINTER X Games Snowboarding slams you into the snowboarder's world harder than a botched Frontside Indy. You get some seriously intense moves, races, and jibbing, including the high-flying Super Pipe and Snowboarder X, hectic, high-speed downhill racing. On the flip side, you can create a character from board to goggles, as in an RPG. You earn cash by competing in tournaments or participating in the filming of extreme documentaries. Then you spend it on new boards or chopper rides for super-cool, down-the-mountain heli-boarding. The controls use the analog sticks and button combinations to bust tricks, although it takes serious practice to master more than simple jumps and minor jibbing. X Games looks gorgeous, too, with boarders taking dives that will make you wince.

The kicking soundtrack includes Strung Out, Fenix TX, and Primer 55, as well as cool effects. If snowboarding is your life, carve your way to Winter X Games.

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.0	4.5

Publisher: Konami
Price: $49.99
Available: Now
Genre: Sports
5 players
EVERYONE
CONTENT RATED BY ESRB

SWING AWAY GOLF

WITH ITS JUST adequate, by-the-numbers arcade gameplay, Swing Away offers little that's noteworthy. Choosing from standard modes and options, players tee off with one of seven kiddie characters on six fantasy courses. The high point is a Story mode in which you play through tournaments, building up your character and equipment. Even the course creator sounds cooler than it is—you pick from limited possibilities and the game simply spews out new holes on its own. Solid controls are Swing Away's only saving grace: Easy enough for amateurs, they offer details like spins and draw that pros will appreciate. Swing Away drowns in its own syrupy cuteness. Beepy, bubbly music joins incredibly lame—and incredibly repetitive—comments from caddies and partners. Meanwhile, the decent graphics don't stretch the PS2's capabilities. Golfers might enjoy a rental if they can stomach the cutesiness, but everyone else should hold out for greener fairways.

Graphics	Sound	Control	Fun Factor
3.5	2.0	4.0	3.5

Publisher: EA Sports
Price: $49.99
Available: Now
Genre: Sports
4 players
EVERYONE
CONTENT RATED BY ESRB

ETERNAL RING

ETERNAL RING IS a great-looking, awesome-sounding action RPG with a compelling adventure story; a challenging, danger-filled fantasy world; and a very cool, ring-based spell system.

Via a first-person perspective, you play a royal agent sent to the island of Solcia—a locale overrun with monsters—to check up on a research team's search for a lost civilization. You can swing weapons and cast spells with magic rings—and both skills are powered by the usual HP/MP system. Crisp controls and an excellently tuned inventory system make it easy to manage items, hardware, and magic.

Eternal makes great use of the PS2's audio and visual muscle to move the story with eye-popping cinemas, finely textured details, and dazzling special effects. The audio is filled with topnotch character voices, crisp dialogue, and lively, mood-setting music.

As one of the first PS2 RPGs, Eternal Ring comes through with entertaining challenges and fine features, which portends great things to come.

Graphics	Sound	Control	Fun Factor
4.5	5.0	4.0	4.0

Publisher: Agetec
Price: $49.99
Available: Now
Genre: Role-playing
1 player
ESRB: TEEN

ORPHEN
SCION OF SORCERY

ORPHEN IS AN amusing, light RPG with a cool real-time battle system. Playing as Orphen, a smartass young sorcerer shipwrecked on Chaos Island, you move around in a Tomb Raider–style 3D mode through uninspired, rough-looking environments. Besides your two sidekicks, three characters join you: a mercenary, a dancer, and a young musician. The story puts you in control of each at different points, though you never control your whole party at once.

While the game's 3D-adventure mode is mediocre, the real-time battle mode is unique, challenging, and great-looking. As Orphen, you target monsters, then charge and cast spells. The fighting isn't twitchy, but requires precise timing to execute the correct pattern of attacking and defending.

Orphen has plenty of eye candy and a good story, but it's really an RPG-flavored adventure game. Still, it's fun and sometimes challenging and should appeal to casual role-playing gamers.

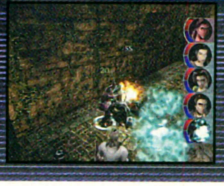
Graphics	Sound	Control	Fun Factor
3.5	4.0	4.0	3.5

Publisher: Activision
Price: $49.99
Available: Now
Genre: Role-playing
1 player
ESRB: TEEN

Summoner

SUMMONER'S UNIQUE MIX of console and PC RPG elements doesn't create a wholly successful new game. Summoner has an impressively mammoth world, replete with awesome architecture and cool characters and monsters. But the short draw-in distance, combined with awkward camera angles, makes gameplay confusing at times. A mixture of good voice-overs and well-placed music nicely fills in the game's story, keeping you engrossed from start to finish. The unique game engine mixes action with turn-based elements, but the real-time battling is hurt by awkward pauses and confusing A.I. Also, it's too easy to lose a spell in mid-cast.

The slow-moving story is rich and deep, with an incredibly detailed history created for the game. Summoner is a good start for PS2 RPGs, but lacks the polish, artistry, and refined story line of most recent PlayStation RPGs. In all, it delivers a unique game engine, and should give you weeks, if not months, of adventuring.



Graphics	Sound	Control	Fun Factor
4.5	4.5	3.5	4.0

Publisher: THQ
Price: $49.99
Available: Now
Genre: Role-playing
1 player
ESRB: TEEN

Fantavision

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.5	3.5

Publisher: Sony
Price: $49.99
Available: Now
Genre: Puzzle/strategy
1 player
EVERYONE
CONTENT RATED BY ESRB

IT'S COLORFUL, IT'S weird—and it explodes. No, it's not a horde of kamikaze Pokémon, but it is Japanese! Fireworks-filled Fantavision offers pretty lights and tricky puzzles, but it might not offer quite enough bang for your buck.

Fantavision throws colored firework-buds into the air and challenges you to link them by color, thereby setting off fancy multistage explosions. Wait too long, and the fireworks fizzle; detonate too early, and you'll accidentally reset your chain. The pretty 3D graphics of the import version hide 2D gameplay, while the over-happy organ music is so cheesy, it's hilarious. Control takes some getting used to, but is responsive and reliable.

Puzzle trendsetters will want to check this one out, but casual fans can pass. For better or worse, there's nothing else like Fantavision.

Gradius III and IV

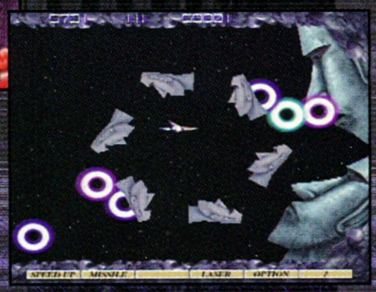
Graphics	Sound	Control	Fun Factor
3.5	3.5	4.0	4.0

Publisher: Konami
Price: $49.99
Available: Now
Genre: Shooting
2 players
EVERYONE
CONTENT RATED BY ESRB

HARDLY PUSHING THE limits of the PS2, Gradius III and IV is a shooter combo package that will appeal to retro gaming fans. Both titles feature formulaic action indicative of the genre: Using a 2D side-view, you pilot a spaceship through several levels, collect power-ups, and destroy tough bosses.

Of the two titles in the collection, Gradius IV ranks the highest, with slick visuals, strong sounds, and a foot-tapping musical score. Unfortunately, Gradius III—which some may remember as one of the earliest titles for the 16-bit Super NES—truly shows its age with antiquated sprite graphics and tinny sounds. The most notable additions to this collection are a few rendered cinemas, created exclusively for the PS2.

For a retro shooter package, Gradius III and IV is an excellent value—just don't expect anything on the level of Colony Wars. It's nice to know that with all the hype surrounding the PlayStation 2 launch, classic gaming hasn't been completely forgotten.



Wild Wild Racing

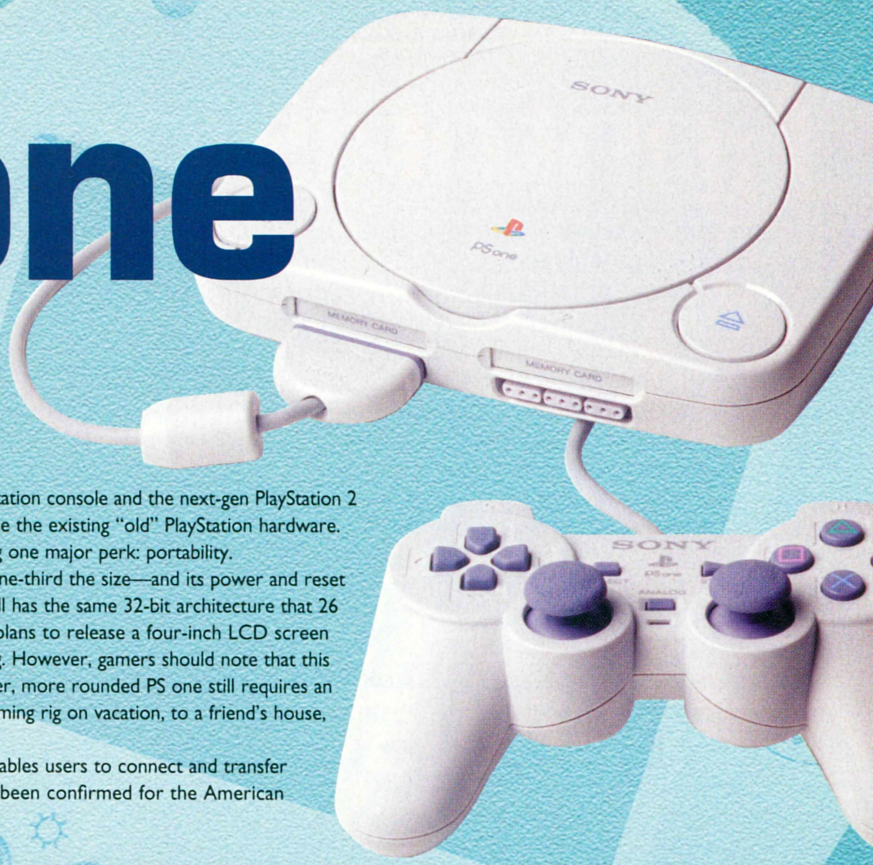
Graphics	Sound	Control	Fun Factor
3.5	3.0	3.5	3.5

Publisher: Interplay
Price: $49.99
Available: Now
Genre: Driving/racing
2 players
EVERYONE
CONTENT RATED BY ESRB

WILD WILD RACING has all the standard features of an off-road racer—plenty of tracks, diverse weather conditions, upgradeable vehicles—but a host of technical blemishes and rough edges keep it stranded in the pack of average racing games.

The problems are apparent from the outset with persistent pop-up and draw-in on most of the tracks. Other annoyances abound. Cars have a nasty tendency to get stuck on rails, and other roadside objects will leave you screaming at the screen—during which time, A.I. opponents love to broadside you. As for the audio, an obnoxious music score—that begs to be silenced in the options menu—is coupled with a plethora of typical racing engines and squealing tires. WWR isn't a total washout: It does have some cool play modes, such as a stunt track and skill challenge, but, ultimately, Wild Wild is a game that could have benefited from a little more time in the development shop before release.

PSone



ONE-THIRD THE SIZE OF A "REGULAR" PLAYSTATION, THE PS ONE CAN DO EVERYTHING THE OLD UNIT CAN...AND MORE.

THE PLAYSTATION IS dead. Long live the PS one.

Sony is taking a big step toward differentiating its current PlayStation console and the next-gen PlayStation 2 from the PS one—a redesigned 32-bit console intended to replace the existing "old" PlayStation hardware. The new unit plays all existing PlayStation software, while offering one major perk: portability.

The PS one is smaller than the existing PlayStation—roughly one-third the size—and its power and reset buttons have been combined into a single switch, yet, inside, it still has the same 32-bit architecture that 26 million U.S. gamers already know and love. Furthermore, Sony plans to release a four-inch LCD screen specifically for use with the PS one to enable go-anywhere gaming. However, gamers should note that this is a portable PlayStation, not a handheld PlayStation. The smoother, more rounded PS one still requires an AC power source—it won't run on batteries. Still, taking your gaming rig on vacation, to a friend's house, or on a long car trip will certainly be a lot easier with the PS one.

In Japan, the console can accommodate a special cable that enables users to connect and transfer data using cellular phones—however, this functionality has not been confirmed for the American release. The PS one retails for $99.99.

PlayStation Essentials

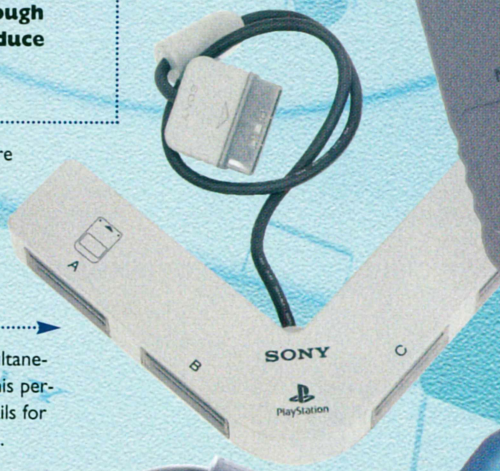
Here are some essential items that no PlayStation owner will want to be without. All products shown are manufactured by Sony, although several third-party companies also produce accessories.

Memory Card

Sony Memory Cards retail for around $15 and feature 112K Flash ROM storage capacity. You can store up to 15 blocks of memory; some games, however, require more memory blocks per saved game than others.

Multitap

Sony's Multitap allows four players to compete simultaneously in titles like Crash Bash and NBA Live 2001. This peripheral also features four memory card slots and retails for $30. A new PS one Multitap is slated for a fall release.



Link Cable

The link cable enables you to connect two PlayStations—each running a copy of the same game—for simultaneous action viewed on two separate TVs. Games that support this feature include Twisted Metal and Doom: Special PlayStation Edition. The link cable retails for about $20.

Mouse

The PlayStation mouse lets you point and click with the best of 'em. Titles that support this peripheral include Alien Resurrection, Area 51, and Clock Tower II: The Struggle Within.

The Best and Worst PlayStation Games of All Time

THE GAMEPRO EDITORS PUT THEIR HEADS TOGETHER AND CAME UP WITH THE 10 BEST PLAYSTATION GAMES IN EACH OF THE EIGHT MAJOR GAMING GENRES. ONLY GAMES THAT RECEIVED A FUN FACTOR RATING OF 4.5 OR HIGHER WERE ELIGIBLE TO MAKE THE LISTS.

NOTE: BECAUSE SO FEW FLYING GAMES HAVE BEEN RELEASED FOR THE PLAYSTATION, ALL GAMES FOR THAT GENRE WERE CONSIDERED.

Action/Adventure

1. SPIDER-MAN
2. METAL GEAR SOLID
3. ODDWORLD: ABE'S ODDYSEE
4. DINO CRISIS 2
5. RESIDENT EVIL 2
6. RESIDENT EVIL 3: NEMESIS
7. SYPHON FILTER 2
8. TENCHU: STEALTH ASSASSINS
9. FEAR EFFECT
10. DINO CRISIS

Fighting

1. STREET FIGHTER ALPHA 3
2. TEKKEN 3
3. RIVAL SCHOOLS: UNITED BY FATE
4. WWF SMACKDOWN!
5. STREET FIGHTER EX PLUS
6. SOUL BLADE
7. POCKET FIGHTER
8. STAR GLADIATOR
9. TEKKEN 2
10. DARKSTALKERS: THE NIGHT WARRIORS

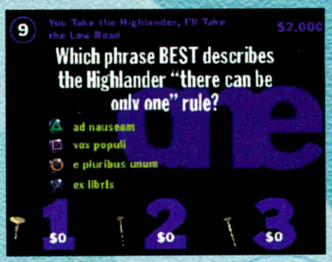
Driving/Racing

1. DRIVER
2. GRAN TURISMO
3. CTR (CRASH TEAM RACING)
4. NEED FOR SPEED III: HOT PURSUIT
5. NEED FOR SPEED: HIGH STAKES
6. GRAN TURISMO 2
7. VIGILANTE 8: 2ND OFFENSE
8. WIPEOUT XL
9. TWISTED METAL 2
10. RIDGE RACER REVOLUTION

Flying

1. NUCLEAR STRIKE: THE SEQUEL TO SOVIET STRIKE
2. ACE COMBAT 2
3. SOVIET STRIKE
4. WARHAWK
5. ACE COMBAT 3: ELECTROSPHERE
6. AGILE WARRIOR: F-111X
7. STAR TREK: INVASION
8. EAGLE ONE: HARRIER ATTACK
9. BLACK DAWN
10. TOP GUN: FIRE AT WILL

Puzzle/Strategy



1. YOU DON'T KNOW JACK
2. PARAPPA THE RAPPA
3. BOMBERMAN: PARTY EDITION
4. BUST-A-GROOVE 2
5. SUPER PUZZLE FIGHTER II TURBO
6. UM JAMMER LAMMY
7. POY POY
8. BUST-A-GROOVE
9. THE NEXT TETRIS
10. MTV MUSIC GENERATOR

Role-Playing

1. FINAL FANTASY VII
2. PARASITE EVE
3. FINAL FANTASY VIII
4. CHRONO CROSS
5. VAGRANT STORY
6. TECMO'S DECEPTION
7. REVELATIONS: PERSONA
8. THE LEGEND OF DRAGOON
9. FINAL FANTASY ANTHOLOGY
10. FINAL FANTASY IX

Shooting

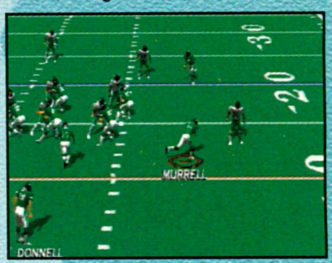
1. COLONY WARS: VENGEANCE
2. MEDAL OF HONOR
3. TIME CRISIS
4. MEDAL OF HONOR UNDERGROUND
5. DOOM: SPECIAL PLAYSTATION EDITION
6. QUAKE II
7. COLONY WARS
8. EINHÄNDER
9. FINAL DOOM
10. ALIEN TRILOGY

Sports

1. TONY HAWK'S PRO SKATER 2
2. MADDEN NFL 2001
3. KNOCKOUT KINGS 2000
4. HOT SHOTS GOLF 2
5. NHL 2001
6. TONY HAWK'S PRO SKATER
7. NBA LIVE 2000
8. TRIPLE PLAY 2001
9. NFL GAMEDAY 2001
10. NCAA GAMEBREAKER 2001

the worst

The 10 worst PlayStation games—ever. For a game to be considered for The Worst list, it had to receive a Fun Factor rating of 2.0 or lower.



1. JIMMY JOHNSON'S VR FOOTBALL '98
2. EGGS OF STEEL
3. RESIDENT EVIL: SURVIVOR
4. SPAWN: THE ETERNAL
5. FANTASTIC FOUR
6. JUDGE DREDD
7. THE SMURFS
8. STREET FIGHTER: THE MOVIE
9. DIGIMON WORLD
10. ROSCOE MCQUEEN: FIREFIGHTER EXTREME

The All 5.0 Club

Here's a list of PlayStation games that received a perfect score when reviewed in *GamePro* magazine.

- CASTLEVANIA: SYMPHONY OF THE NIGHT
- CRASH BANDICOOT: WARPED
- DOOM: SPECIAL PLAYSTATION EDITION
- FINAL FANTASY VII
- FINAL FANTASY VIII
- FINAL FANTASY IX
- THE LEGEND OF DRAGOON
- MDK
- MEDAL OF HONOR
- NBA LIVE '97
- SYPHON FILTER 2
- TEKKEN 2
- TEKKEN 3
- VAGRANT STORY
- WIPEOUT XL
- WIPEOUT 3

102 Dalmations: Puppies to the Rescue

Just in time for release with the movie of the same name, 102 Dalmations: Puppies to the Rescue will feature 3D action/adventure puppy power. Controlling a lone puppy from the litter, you must rescue your fellow pups from the nasty Cruella De Vil, her henchmen, and an evil army of toys gone bad. You'll explore 20 gigantic playgrounds, compete in eight mini-games, solve puzzles, lead adversaries into traps, and much more.

Developer: Crystal Dynamics/Disney Interactive
Publisher: Eidos
1 player
Target release date: December 2000

Action Man: Operation Extreme

A popular game in Europe, Action Man is making his way to the U.S. under the code name Mission Xtreme. As Action Man, you're pitted against the evil Dr. X and his vile henchmen who are bent on world domination. You'll use a variety of gadgets and weapons, infiltrate top secret enemy compounds, and even take to the streets for heated driving sequences in seven levels via an overhead view similar to that of Grand Theft Auto.

Developer: Interactive Studios, Ltd.
Publisher: Hasbro Interactive
1 player
Target release date: Available now

Alone in the Dark: The New Nightmare

Alone in the Dark is back—and this time PlayStation owners are invited to scream. The fourth installment of this popular series will bring back "supernatural private-eye" Edward Carnby. Armed with a torch and a pistol, Carnby must solve the murder of his friend on Shadow Island, a place inhabited by otherworldly creatures. Light and light-based weapons are Carnby's antidote against the creatures of darkness.

Developer: Darkworks
Publisher: Infogrames
1 player
Target release date: December 2000

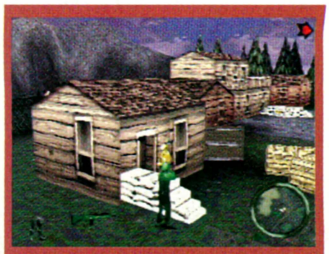
Army Men: Sarge's Heroes 2

Sarge and Bravo Company return to the battlefield for a second assault. This time, General Plastro of the Tan Army has teamed up with the treacherous spy Brigitte Bleu, in hopes of destroying the Green Army. In addition to the familiar Army Men game engine will be cool new features, like a Tan power-up that lets you walk among Tan enemies, and new campaign missions that range from rescuing hostages to solving puzzles.

Developer: 3DO
Publisher: 3DO
2 players
Target release date: Available now

Army Men World War: Land, Sea, Air

Having licked its wounds from the last skirmish, the Tan Army is back with plans to invade the Green territories from all fronts. The second Army Men World War (subtitled Land, Sea, Air) will feature three types of battle terrain (sea, jungle, and mountain), new assault vehicles, and a new two-player cooperative mode. You'll destroy bridges to derail arms shipments, open fire from jeeps, helicopters, and assault rafts, and more.



Developer: 3DO
Publisher: 3DO
2 players
Target release date: Available now

Batman Beyond: Return of the Joker

Holy license: Set to coincide with the home video release, Batman Beyond: Return of the Joker pits the caped crusader against the world's deadliest prankster with battlefields in four major worlds. In a 3D action beat-em-up, playing as Batman, you'll crawl, run, climb, and beat down an army of genetically altered bad guys while utilizing several Batman gadgets and weapons, including staffs, nunchakus, and much more.

Developer: Kemco
Publisher: Kemco
1 player
Target release date: Available now

Blade

The Marvel comics hero comes to the PlayStation with a third-person action/adventure that will take a bite out of crime—literally. As the famous vampire hunter, you'll hunt down big-boss baddies like the Fat Cop Collaborator and the Night Beast, as well as their minions, using weapons such as guns, UV grenades, swords, and various hand-to-hand techniques in 21 environments—including the Gothic City Museum.

Developer: HammerHead
Publisher: Activision
1 player
Target release date: Available now

Blade Arts

Blade Arts is an action hack-em-up game with locales that range from dark caves to the great outdoors. You step into the shoes of a lone swordsman who can collect over 15 swords. In addition to their unique powers, different swords also allow you to execute distinctive special attacks. In addition to surviving heavy action sequences and battling tough bosses, you'll solve various puzzles and collect valuable items.

Developer: Electronic Arts
Publisher: Enix
1 player
Target release date: First Quarter 2001

Breakout

Not content with bringing Frogger back from the deep and thawing Pong from its freeze, Hasbro is reviving Breakout. Breakout will be an upgrade of its classic forefather, with a new 3D look and outlandish stages. You'll knock balls through barricades, bricks, and blocks, and take out targets such as buildings, sheep herds, and more. This new Breakout should be a big hit with video game buffs and nostalgic gamers alike.

Developer: Hasbro
Publisher: Hasbro
2 players
Target release date: Available now

Buffy the Vampire Slayer

Buffy the Vampire Slayer will leap off the small screen and into this third-person PlayStation action offering based on the popular television show. Playing as Buffy Summers, you'll take on a plethora of monsters, including werewolves, zombies, sirens, and, of course, vampires. To help combat the army of darkness are Buffy's repertoire of martial arts attacks and supernatural powers, such as quick healing and super strength.

Developer: The Collective
Publisher: Fox Interactive
1 player
Target release date: December 2000

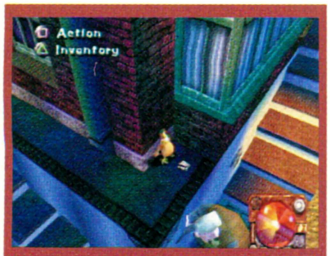
Bugs & Taz in Time Busters

Bugs Bunny and the Tazmanian Devil are on a rescue mission to save Daffy Duck, who unwittingly sent himself back into time. Players will switch between Taz and Bugs, or play co-operatively at the same time in order to use the duo's unique attributes to fully explore the four time periods: the Aztec Era, the Viking Era, the Arabian Nights, and Transylvania. In preview form, the game perfectly captured the cartoon feel of the Looney Tunes.

Developer: A2M
Publisher: Infogrames
2 players
Target release date: Available now

Chicken Run

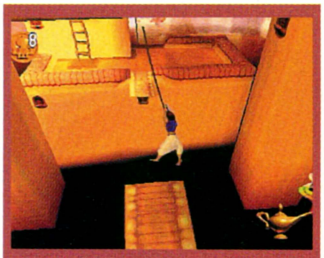
Inspired by the movie of the same name, Chicken Run will let you relive the story of a group of hens at Tweedy Farm who plan to escape before being turned into pies. This 3D action/adventure game will put you into the feathers of several characters—including Ginger, Rocky, and slimy rodents Nick and Fletcher—as you peck away at 14 levels to find items and complete objectives that lead to the big chicken breakout.



Developer: Blitz Games
Publisher: Eidos
1 player
Target release date: December 2000

Disney's Aladdin in Nasira's Revenge

Here's a fresh take on Disney's version of the *Arabian Nights*, as Aladdin, Jasmine, Abu the monkey, the Magic Carpet, and, of course, the Genie all return for a nine-level desert adventure. Their battle with the minions of Jaffar's evil sister, Nasira, will take place with frantic swordplay, white-knuckle chases, and mind-bending puzzles. The game will feature cinematic scenes, music, and voices from the original Disney animated series.



Developer: Disney Interactive
Publisher: Sony
1 player
Target release date: February 2001

Donald Duck

Donald Duck will make his 3D debut in this action/adventure game, which also stars Daisy along with Huey, Dewey, and Louie. Donald plays a world-famous reporter who must save Daisy from Merlock, an evil magician. The rescue mission will take place in four worlds over 24 levels. The Rayman 2 3D game engine will govern the action, which will have Donald busting "mood-based" attacks: When DD gets mad, his anger will amp up his moves!

Developer: Disney Interactive
Publisher: Ubi Soft
1 player
Target release date: December 2000

Duke Nukem: Land of the Babes

Space aliens have stolen all the babes, and Duke is pissed. In this Duke PlayStation title, our insult-slinging hero fights through a red-blooded fantasyland filled with firearms galore and betties clad in Daisy Duke shorts. Duke will tear up 14 dark, futuristic levels with flamethrowers, grenade launchers, and 16 other weapons as he fights to free the enslaved babes. Over 20 types of enemies will face Duke in this third-person action title.

Developer: n-Space
Publisher: GT Interactive
2 players
Target release date: Available now

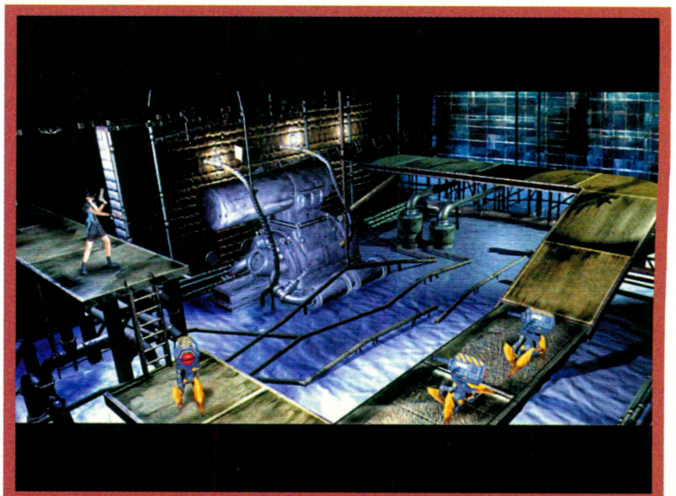
Evil Dead: Hail to the King

Evil Dead as a survival/horror game? No-brainer. *Evil Dead*–heads will flashback to where it all began...the cabin in the woods. If that doesn't jump-start your motor, just buckle in for outrageous ghoul-blasting action with your shotgun and chainsaw working overtime. The Deadite demons are on the loose again, and this time they have friends like the Hellbillies and the Wolverines (just evil boys out on a camping trip). Hail to the king, baby!

Developer: Heavy Iron Studios
Publisher: THQ
1 player
Target release date: Available now

Fear Effect: Retro Helix

Retro Helix is continuing the 3D animation graphics style that enabled the original Fear Effect to blow gamers away. Retro will use Resident Evil–like gameplay in a prequel that takes the mercenaries Hana, Glas, and Deke through eight assassin-packed international locales. In addition to fighting in fast-paced gun battles, you'll have to defeat vicious booby traps and solve cunning puzzles. Retro Helix just might put the Fear back into you.



Developer: Kronos Digital Entertainment
Publisher: Eidos
1 player
Target release date: Available now

Gold and Glory: The Road to El Dorado

Another movie-to-game adaptation! Gamers will assume the role of the two affable con men from *The Road to El Dorado*, the DreamWorks animated full-length feature film. In this 3D action/adventure game based on the movie, you'll go on a comedic, four-leg, 20-level voyage in search of the legendary city of gold. Your adventures will take you all over: Spain, a conquistador ship, the jungle, and, finally, El Dorado itself.

Developer: Revolution Software
Publisher: Ubi Soft
1 player
Target release date: December 2000

The Grinch

This winter holiday, become the Mean One who stole Christmas. Based on the Dr. Seuss tale, this game lets you take control of the Grinch, exploring the magical land of Whoville, while solving puzzles and interacting with characters. You'll also have devious gadgets at your disposal like the Rotten Egg Launcher, the Slime Shooter, and the Love Shooter to help complete your missions. Christmas won't be the same once the Grinch arrives.

Developer: Universal Interactive Studios
Publisher: Konami
1 player
Target release date: Available now

In Cold Blood

As Secret Agent John Cord, you'll have to tackle evil terrorists and bring them to justice. Promising to be an interactive spy thriller with more than 60 hours of gameplay, In Cold Blood will have nine action-packed missions where you'll explore and hunt in more than 100 environments. Moreover, you'll use the latest spy weaponry, like electromagnetic pulse-mines, hacking units, and motion detectors to help complete your objectives.

Developer: Revolution Software
Publisher: Midway Home Entertainment
1 player
Target release date: Available now

Martian Gothic

Martian Gothic takes place on Mars, not surprisingly, where a research base suddenly ceases communication. An earth team is quickly sent to investigate, and, upon arriving at the base, discovers that a deadly alien plague has mutated the researchers into hideous monsters. You'll control three characters, and, armed with various weapons, blast enemies and solve puzzles in your quest to find the root of the alien bacteria.

Developer: Creative Reality
Publisher: Take 2 Interactive
1 player
Target release date: May 2001

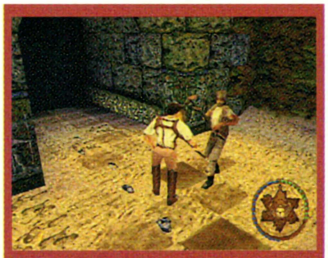
Mort the Chicken

Chickens are popular this year. Mort the Chicken will feature 3D platform-hopping action in several diverse environments. Playing as the fair-feathered hero, Mort, you'll embark on a rescue mission to retrieve kidnapped chicks held hostage by an evil race of beings called the Boolyon. Mort may be a chicken, but he's no coward: He can peck, dive attack, and even whip his enemies. Mort has all the makings of an enjoyable action title.

Developer: AnDNow Interactive
Publisher: Crave
1 player
Target release date: Available now

The Mummy

Based on the popular movie of the same name, The Mummy will put you in control of the adventurer Rick O'Connell, as you search for treasure while battling the deadly residents in Humanaupatra, the City of the Dead. In this 3D action/platformer, you'll look out for trap doors, pitfalls, and other challenging puzzles, along with creepy enemies including scarabs, spirits, locusts, and, of course, lots of mummies. The chills start in October.



Developer: Universal Interactive Studios
Publisher: Konami
1 player
Target release date: Available now

Muppet Monster Adventure

Take an exciting adventure with Jim Henson's cuddly creations. In this scary story, you'll guide Robin, Kermit the Frog's nephew, to save his uncle and the other muppets, who have all been transformed into monstrous versions of their former selves. As you explore the vast worlds, you'll be able to collect power-ups that enable you to transform into weird creatures, like a werewolf and a vampire bat. The Muppet family never looked better!

Developer: Magenta
Publisher: Midway Home Entertainment
1 player
Target release date: Available now

Planet of the Apes

Inspired by the popular films based on the book by Pierre Boulle, Planet of the Apes will have you assume the role of Ulysses, the only human survivor of a spaceship that's crashed onto a planet where apes rule. You'll need to use numerous weapons and hand-to-hand combat to avoid being captured or killed in 15 levels with over 60 sublevels. Familiar faces like Dr. Zauis, Zira, and Cornelius will help you survive in this surreal world.

Developer: Visiware
Publisher: Fox Interactive
1 player
Target release date: December 2000

Power Rangers: Lightspeed Rescue

Now you can take control of your favorite Power Ranger and save the world from vicious monsters in this 3D action/adventure title. As part of the elite Lightspeed Rescue team, you'll fight through 15 levels, rescue people, and earn awesome power-ups. You'll also be able to control Power Ranger vehicles that include the powerful Megazord. Are you up for the challenge to save the world? If you are, Rangers to the rescue!

Developer: Climax
Publisher: THQ
1 player
Target release date: Available now

Roswell Conspiracies

All those alien stories were true after all—but there's more. Not only do the aliens exist, but they're evil, too. In this third-person action/adventure game based on the new animated TV series, you're Nick Logan of the Global Alliance, an underground international group whose task is to fight the evil visitors. In 15 levels in five distinct areas, you'll fight and capture aliens with high-tech weapons and decipher puzzles. The action starts next spring.

Developer: Red Lemon
Publisher: Red Storm Entertainment
1 player
Target release date: Second Quarter 2001

Tomb Raider Chronicles

Lara was buried in a cave-in, so she can't be in any more games, right? Actually she can. After her disappearance, Lara's friends meet up at Croft Manor to reminisce about her early days. Their memories are the levels of Tomb Raider Chronicles—Rome, a Russian sub base run by the Mafia, ancient ruins in Ireland, and an office park. Each level promises a different style of gameplay. Lara should have plenty of new moves when she returns.

Developer: Core Design
Publisher: Eidos
1 player
Target release date: Available now

Warriors of Might and Magic

The hero Aleron is blamed for a crime he didn't commit, forced to wear a painful mask, and unwittingly finds himself at the center of a prophecy that compels him to make an impossible decision. When released this fall, this latest episode in the Might and Magic series promises intense melee-based combat; better-looking, more detailed environments than in Crusaders of Might and Magic; and in-depth character development.

Developer: 3DO
Publisher: 3DO
1 player
Target release date: Available now

World Destruction League: Thunder Tanks

Formerly known as BattleTanx, the new generation of monstrous, fully loaded tanks is about to roll your way. You'll destroy everything in your path, from rival tanks to buildings, as you compete in an all-out nukefest tournament to see who's the best tank warrior. You'll be able to choose from 11 steel-bellied behemoths and terrorize 12 levels in such locales as Moscow, Tokyo, Italy, and Atlantis. Of course, multiplayer mayhem will be present.

Developer: 3DO
Publisher: 3DO
2 players
Target release date: December 2000

PREVIEWS

DRIVING/RACING

007 Racing

007 Racing looks like it could be a respectable car combat game in its own right, backed by those slick Bond gadgets and weapons. In addition to reveling in Vigilante 8–style carnage, you'll also complete missions like stopping a villain's vehicle with tire shredders and racing through a city defusing bombs along the way. The 15 levels will feature classic villains, such as Jaws and Oddjob, as well as Bond's famed rides from BMW, Lotus, and Aston Martin.

Developer: Eutechnyx
Publisher: Electronic Arts
2 players
Target release date: Available now

Batman Overdrive

Based on the cartoon *Batman Adventures* license, Batman Overdrive promises to play like a cross between Driver and Crazy Taxi. In Adventure mode, players will tackle 21 missions, from tracking Catwoman to the scene of a crime, to defusing a bomb at the Mephisto Match Company. There's also an Arcade mode, where Batman must find and stop looters as he patrols Gotham City. Multiple characters and modes give this one promise.

Developer: Real Sports
Publisher: Ubi Soft
2 players
Target release date: Available now

Driver 2

The most refreshing take on high-speed car chases returns for a new assignment! Tanner, the hero from the original Driver, gets behind the wheel once more to bust up some crime lords in Chicago, Las Vegas, Havana, and Rio de Janeiro in 40 missions brimming with underworld atmosphere. Look for populated cities, a split-screen mode, and some brief on-foot objectives when Driver 2 peels out this holiday season.

Developer: Reflections
Publisher: Infogrames
2 players
Target release date: December 2000

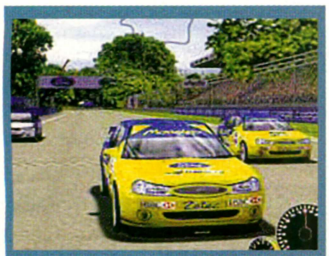
Ducati

Ducati is to motorcycles what Ferrari is to automobiles—luxury and speed in an extremely expensive package. Acclaim is out to deliver the total experience to gamers with arcade-style racing as well as a more in-depth Ducati Life mode—which will include upgradeable cycles, tournaments, and a full economy. You can expect bikes from the company's 50-year history, including today's newest, scariest crotch rockets.

Developer: Attention to Detail
Publisher: Acclaim
2 players
Target release date: December 2000

Ford Racing

Ford fans will want to keep an eye on Empire Interactive's Ford Racing, in which you'll strap yourself behind the wheel of more than 15 accurately modeled Ford vehicles, including the hot F-series Mustang, a racing-tweaked Taurus, and the sleek GT90 concept car. You'll be able to compete in diverse race classes, burning rubber with other drivers while earning new cars and tracks as you take it past the redline in this slick racer.



Developer: Empire Interactive
Publisher: Take 2 Interactive
2 players
Target release date: Available now

Looney Tunes Racing

Perhaps it was inevitable that the Looney Tunes gang would star in their own cart-racing game—Looney Tunes Racing (that's LTR, not CTR). Complete with speed-burst pads and power-ups, and with the humor and charm of a great Looney Tunes cartoon, you'll race as one of eight characters on 16 tracks. The races are fast-paced, fun, and filled with laugh-out-loud antics. If all goes well, LTR could be a must-have for Tunes fans.

Developer: Infogrames
Publisher: Infogrames
2 players
Target release date: Available now

Moto Racer World Tour

This game continues the Moto Racer tradition—you'll hop onto a sleek motor bike to tear down licensed courses from around the world, including Suzuka in Japan and the Sachsenring in Germany. Gamers will choose from three classes of bikes—125cc, 250cc, or 500cc—each of which will sport unique handling, braking, and steering characteristics. Featuring smooth graphics and fast frame rates, this Moto Racer could be another solid hit.

Developer: Delphine Software
Publisher: Infogrames
2 players
Target release date: Available now

RC de Go

Acclaim is bringing more micro-motor machines to the raceway with RC de Go. RC will feature 14 on- and off-road courses in three modes—Quick Race, Time Attack, or Championship. The more races you win, the more points you score—points that you can use later to upgrade your vehicle. You'll be able to customize your wheels with over 80 parts in your quest to construct the ultimate racing machine. The flag drops this fall.

Developer: Taito
Publisher: Acclaim
2 players
Target release date: Fall 2000

Star Wars: Demolition

Star Wars: Demolition is an arena-based vehicular combat game set in the Star Wars universe. Imagine playing as Boba Fett, riding a STAP, doing battle with AT-ATs and land speeders, or avoiding the dreaded Sarlacc beast in the Great Pit of Carkoon—these will be just a few of the game's combat activities. Characters old and new will join the race when Star Wars: Demolition arrives in our not-so-far-way galaxy.

Developer: Luxoflux
Publisher: LucasArts
2 players
Target release date: Available now

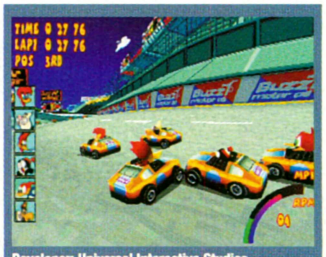
Vanishing Point

In Vanishing Point, you'll finally see how far you can jump a Ford Taurus without losing your auto insurance. In this arcade racing game, you'll drive 32 cars, trucks, and mini-cars—from the sleek Lotus Elise to the roomy Ford Windstar. Gameplay will be "arcadey to the max" as one programmer put it, taking place in an "exaggerated reality" filled with jumps, a wild Stunt mode, and an eight-player Knockout mode.

Developer: Clockwork Games Limited
Publisher: Acclaim
8 players
Target release date: Available now

Woody Woodpecker Racing

You'll get a chance to race the little bird and the rest of the gang this fall with Woody Woodpecker Racing. Look for eight characters, including Chilly Willy, Wally Walrus, and Woody himself as you race through 15 courses, like Chilly's Fire and Ice track or Wally's Junkyard Demolition. There will also be five vehicle options, including NASCAR style, Monster Truck, Jalopy, and Flying saucer. The wild race begins this fall.



Developer: Universal Interactive Studios
Publisher: Konami
4 players (with multitap)
Target release date: Fall 2000

World's Scariest Police Chases

If Driver didn't quench your thirst for high-speed cop car chases, maybe World's Scariest Police Chases will. Based on the Fox TV show, WSPC will put you behind the wheel as either the police or the perps, screeching through rain and fog as you apprehend or evade your foes. The game will pack lots of firepower, a two-player drive/shoot co-op mode, and more than 50 missions. Sheriff John Bunnell will also lend his voice.

Developer: Teeny Weeny Games
Publisher: Fox Interactive
2 players
Target release date: Winter 2000

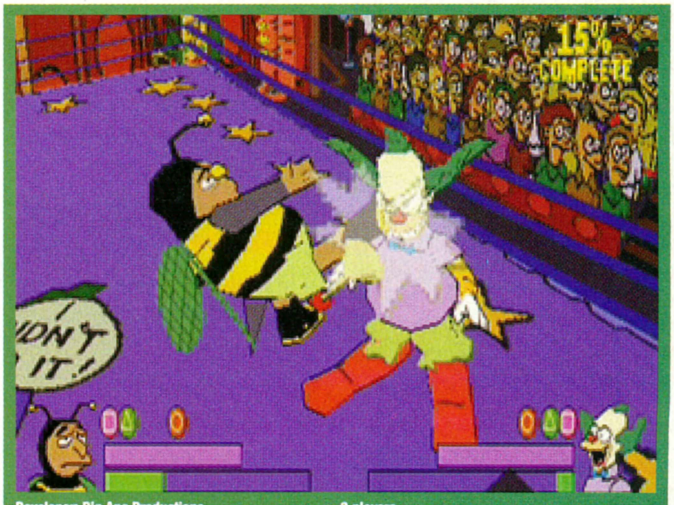
Rock 'Em Sock 'Em Robots Arena

The original fighting game is looking to make a comeback on the PlayStation with Mattel's Rock 'Em Sock 'Em Robots Arena. Starting with the core gameplay of the original board game—piecemeal robots trying to knock the head off of the competition—this game will offer 50,000 combinations of robots and a plethora of combat moves as well as combos. Players will win points to upgrade to new parts to kick even more butt.

Developer: Paradox Entertainment
Publisher: Mattel Interactive
2 players
Target release date: Available now

The Simpsons Wrestling

America's favorite prime time animated family is taking it into the ring with The Simpsons Wrestling. With a large cast of Springfield's finest, you'll be able to duke it out cartoon style with Homer, Apu, Moe, Flanders, Krusty, and many others, dishing out special moves such as Barney's deadly beer belch and other goofiness. There will even be over 240 hilarious verbal taunts recorded by the official TV voices. The cartoon grudge match starts this fall.



Developer: Big Ape Productions
Publisher: Fox Interactive
2 players
Target release date: Fall 2000

WCW Backstage Assault

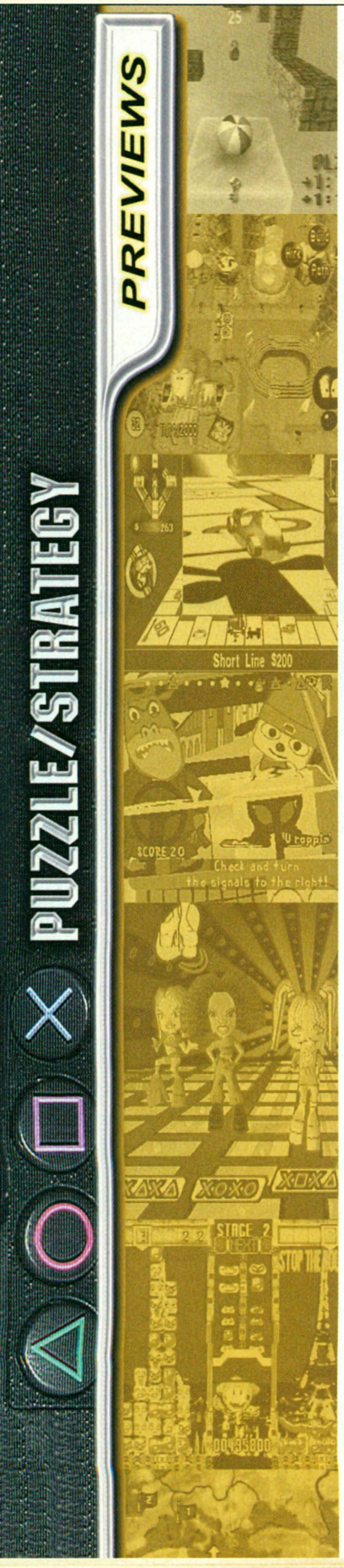
WCW Backstage Assault will let loose the fury of over 50 WCW superstars in the locker room, the boiler room, and elsewhere in EA's latest wrestling frenzy. There will be 40 over-the-top weapons (including urinals off the bathroom walls) you can use to score major pain in a total of 14 fully interactive rooms. Other features will include the addition of female stars, First Blood and Human Torch matches, and improved character models.

Developer: Kodiak Interactive Software
Publisher: Electronic Arts
4 players (with multitap)
Target release date: Fall 2000

WWF SmackDown 2: Know Your Role

WWF SmackDown 2: Know Your Role will use the same game engine as the original SmackDown did, so the pummeling action in the ring and behind the scenes will be familiar. But you can look forward to new modes like the high-flying Ladder match, Hell in a Cell, Casket, and Tornado Tag Team. One of the key elements missing from the original game was voice-overs, and their addition will complete the package in this sequel.

Developer: Yuke's
Publisher: THQ
4 players (with multitap)
Target release date: Available now



Jeopardy! 2nd Edition

Before there was *Who Wants To Be a Millionaire*, there was *Jeopardy!*, Merv Griffin's tantalizing game of answers and questions. In addition to 4200 new brain-busters, the newest spin on the popular TV show features neat extras, like interviews with Alex Trebek, videos of what it's like backstage on the show's set, sample contestant qualifying exams, and multiple game modes, including the nerve-wracking Tournament of Champions.

THOUGH HE'S ACTED ON SCREEN, AS IN "TOMMY", HIS FIRST OSCAR WIN WAS FOR A SONG IN "THE LION KING"
SELECT SPACE
DONE DELETE
R1 AUTO COMPLETE
ELTON JOHN
Solo JEOPARDY!

Developer: Hasbro Interactive
Publisher: Hasbro Interactive
3 players (with multitap)
Target release date: Available now

Pipemania 2

Fans of classic PC games might recognize this one as a console update of a true strategy/action classic. Players must lay pipe on a 2D playfield and direct the flow of slime by constantly adding pieces to the pipe puzzle. If you can't lay the network of pipes fast enough, the slime spills out and, well, you ooze, you lose. Pipemania 2 will feature 10 themed worlds, including Jurassic Pipes and Space Pipes.

Developer: Empire Interactive
Publisher: Empire Interactive
2 players
Target release date: December 2000

Spin Jam

Featuring a cast of "intensely cute and outrageously loveable characters"—such as Booger, the day-glo bunny rabbit—Spin Jam is a new twist on the old match-the-colored-bubbles style of puzzle games. If you can match like-colored bubbles in the center of the screen, you'll score points—but if you fail to make successful matches, the bubbles come back and cause chaos. Two players can jam in competition, too.

Developer: Empire Interactive
Publisher: Take 2 Interactive
2 players
Target release date: Available now

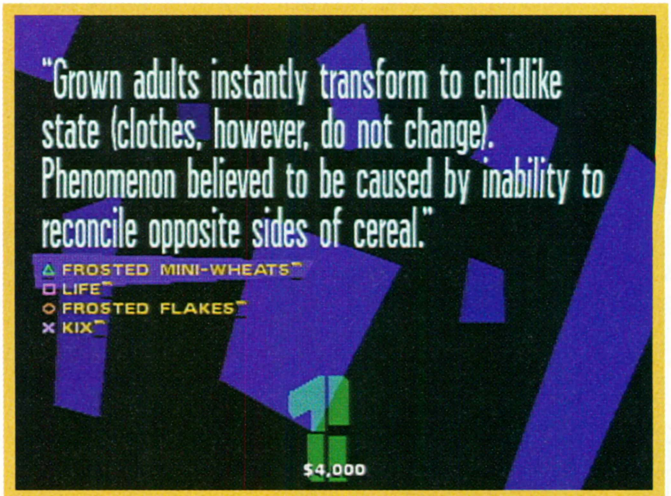
Wheel of Fortune 2nd Edition

All 26 letters of the alphabet return for another spin of the Wheel—the Wheel of Fortune, that is. The 2nd Edition of the insanely popular show features intriguing new perks, such as adaptable opponent A.I., new fantasy prizes (like being the host of the Oscars or a nationwide roller coaster tour), a sample contestant exam, and interviews with hostess Vanna White. More than 2000 questions and spruced-up 3D graphics will make this one ultra-real.

Developer: Hasbro Interactive
Publisher: Hasbro Interactive
3 players (with multitap)
Target release date: Available now

You Don't Know Jack: Mock 2

The greatest mix of high culture and pop culture is returning to the PlayStation with this 3D-powered sequel to the popular You Don't Know Jack quiz show franchise. Prepare yourself for 750 clever questions about TV, religion, sports, science, and breakfast cereals. Some questions get to be punch lines for jokes later in the same game, which is cool. Special events like Coinkydink and When'dithap'n keep the three-player contest lively.


"Grown adults instantly transform to childlike state (clothes, however, do not change). Phenomenon believed to be caused by inability to reconcile opposite sides of cereal."
△ FROSTED MINI-WHEATS
□ LIFE
○ FROSTED FLAKES
✕ KIX
$4,000

Developer: Starsphere Interactive
Publisher: Berkeley Systems
3 players (with multitap)
Target release date: Available now

Arc the Lad Collection

This collection of games from the popular Japanese RPG series puts you in control of Arc, a young boy whose fate is to save the world from destruction. Travel the world, seeking six companions and five sacred stones, while trying to solve the mysteries of a magical object called the Ark. Included in this collection will be a music CD and a Making of Arc disc featuring behind-the-scenes footage of how the game was made.

Developer: Arc Development
Publisher: Working Designs
1 player
Target release date: Spring 2001

Lunar 2: Eternal Blue Complete

This sequel to the classic RPG takes place 1000 years after the events of the first adventure. You'll join Hiro and Ruby as they embark on a journey to far-away lands to seek the help of a goddess who is the only one that can help them stop an evil force from taking over the land of Lunar. The game will be on three CDs, packed with an hour of movie-quality animations along with over 90 minutes of dialogue. An exciting adventure awaits.

Developer: Game Arts
Publisher: Working Designs
1 player
Target release date: Available now

Persona 2: Eternal Punishment

The sequel to the 1996 hit RPG will be darker and more chilling than its predecessor, with a brand new adventure in which you must investigate a city that's being slowly consumed by evil. At the root of the darkness is the Joker's Curse, a mysterious ritual that calls upon a demon to grant any wish. Unique to this game will be the ability to call on spirits for assistance during battles and the chance to spread rumors that will actually affect the story.

Developer: Atlus
Publisher: Atlus
1 player
Target release date: Available now

Torneko: The Last Hope

Set in the popular Dragon Warrior game world, you take control of the warrior merchant Torneko. As a retired hero, Torneko is swept back into action—this time to save his own village from a mysterious curse. In randomly generated dungeons, you must face countless enemies, recover treasure and magic, and discover how to rid your home of evil. The game will go back to an old-school dungeon romp look, filled with plenty of action.

Developer: Enix
Publisher: Enix
1 player
Target release date: Available now

Galaga: Destruction Earth

The hit '80s arcade shooter will be making a trip to your PlayStation this fall. Galaga: Destruction Earth will combine some gameplay elements of the old arcade game with new 3D graphics, all-new third-person camera angles, and targeting systems. You can also look forward to old features like "captured ships," which you can retrieve in order to double your firepower, and collecting power-ups and other special weapons.

Developer: Hasbro Interactive
Publisher: Hasbro Interactive
1 player
Target release date: Available now

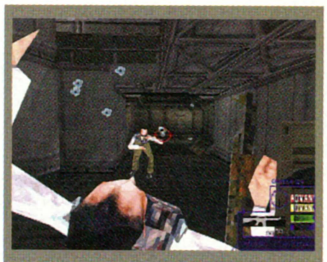
Ray Crisis: Series Termination

As a hotshot pilot whose mission is to fly into the core of the Con-Human Network, you'll choose one of three firepower-packed Wave Rider vehicles in this action, overhead-view shooter in the final chapter of the Ray Crisis series. There will be two gameplay modes to choose from: Original (arcade) or Special (enhanced)—the latter featuring new levels for the gamer to explore. The Series Termination begins in September.

Developer: Taito
Publisher: Working Designs
1 player
Target release date: Available now

Rogue Spear

Rogue Spear promises more of the strategy-heavy gameplay that made exacting international justice so much fun in Rainbow Six. You'll assemble a team of operatives for 19 missions in an attempt to thwart a deadly master plan concocted by the Russian Mafia and a Middle East terrorist group. You'll choose members and equipment for various missions and set your troops' paths. You'll have a chance to save the world again this fall.



Developer: Saffire Corporation
Publisher: Red Storm Entertainment
1 player
Target release date: Fall 2000

Time Crisis: Project Titan

As special agent Richard Miller, you're assigned to rescue Rachel, the president's daughter, in this first-person shooter that continues the hit arcade game series. Time Crisis: Project Titan looks to support a light gun for some fast action as you'll pick from either a Story (for classic, linear gameplay) or Timed mode (where you must accomplish your objectives before the timer runs out). Look for Project Titan's release early next year.

Developer: Namco
Publisher: Namco
1 player
Target release date: First Quarter 2001

The World Is Not Enough

Electronic Arts is preparing the world's most famous secret agent for another round of deadly adventure. This first-person-perspective game will be based loosely on the film, as you'll cross paths with nuclear nutcase Renard, slinky scientist Christmas Jones, gadget guru Q, and other familiar Bond characters. The game will feature a new graphics engine, tweaked A.I., an improved targeting system, and actual clips from the movie.

Developer: Black Ops
Publisher: Electronic Arts
4 players (with multitap)
Target release date: Available now

Backyard Football

The popular kids' sports series on the PC is kicking off on the PlayStation with Backyard Football. Aimed at rugrats ages five to 12, Backyard simplifies football with a point-n-click interface where you steer a cursor to designate where the ball carrier will run. Madden pros will probably hate it, but with a field full of tykes and eight real-life pros represented as kids, Backyard Football could be a good way to introduce kids to the sport.

Developer: Humungous
Publisher: Infogrames
2 players
Target release date: January 2001

Championship Motocross 2001

Headlined by Ricky Carmichael, Championship Motocross 2001 will peel out on the PlayStation with 29 other pro riders in the 125cc, 250cc, and freestyle classes. With over 20 motocross, supercross, and freestyle events, and 16 bikes, there should be plenty of challenges for riders. The game will also be packed with tricks and features a create-a-rider option. Get ready to start busting supermans when CM2001 launches this October.

Developer: Funcom
Publisher: THQ
2 players
Target release date: Available now

Championship Surfer

An arcade-focused game, Championship Surfer will deliver a variety of surfing styles and wave breaks. Riding as one of eight Team O'Neill surfers on one of six customizable boards, you'll be able to perform 50 tricks, like rios, snaps, barrels, aerials, 360s, and more. Up to eight players will be able to pass the controller and compete for the judges' favors while avoiding sharks, jet skis, buoys, other surfers, and more. The PlayStation gets wet this winter.

Developer: Krome Studios
Publisher: Mattel Interactive
8 players
Target release date: Fourth Quarter 2000

HBO Boxing

HBO may be the king of broadcasting boxing, but the challenge for this title will be competing with the PlayStation's champ, Knockout Kings 2001. On HBO's side of the ring will be exclusive appearances by Roy Jones Jr. and George Foreman, along with 35 others, such as Hagler, Marciano, Sugar Ray, and more. HBO is also bringing Career mode, create-a-boxer, and create-a-pay-per-view features to the bout this fall.

Developer: Osiris Software Design Studios
Publisher: Acclaim Sports
2 players
Target release date: Fall 2000

Knockout Kings 2001

EA Sports is bringing the sweet science back to the PlayStation, leading off with a new control scheme that will let gamers control every punch in a combo and also create their own combos. New punches like a haymaker, overhauled special moves and footwork, and a deeper Career mode will round things out. As always, KO Kings will deliver a huge lineup of famous boxers, ranging from Julio Cesar Chavez to Lennox Lewis.

Developer: EA Sports
Publisher: EA Sports
2 players
Target release date: December 2000

Mat Hoffman's Pro BMX

If Mat Hoffman's Pro BMX looks familiar, that's because Activision is enhancing the Tony Hawk engine to produce this BMX trickfest. Competing on eight street, dirt, and vert courses, bikers will be able to bag air in the Career mode or take on a bud in two-player games, like Horse, Graffiti, and Destruction Derby. Pro BMX will also provide a course editor that enables players to create their own courses and save them to memory cards.

Developer: Rune
Publisher: Activision
2 players
Target release date: Available now

Mike Tyson Boxing

Although Tyson hasn't stepped up to fight a real bout in a while, now you can throw the big lunk into the ring for real with Mike Tyson Boxing. A Career mode will pit you against 90 challengers in a quest for the heavyweight title. Codemasters promises that the 12 authentic boxing styles and advanced physics should make the action realistic, yet simple. But can Iron Mike hang with the current title holder, Knockout Kings? Find out this fall.

Developer: Codemasters
Publisher: Codemasters
2 players
Target release date: Available now

MTV Sports: T.J. Lavin's Ultimate BMX

Extreme games are all the rage, so THQ is putting their MTV stamp on the latest craze with MTV Sports: T.J. Lavin's Ultimate BMX. You'll be able to test your skills on more than 50 tricks as you progress through a competition. With real BMX sponsors, upgradeable equipment, and the ultimate in riding environments—all set to some very rocking alternative tunes—this game could really grind through the competition this winter.

Developer: Blue Shift, Ltd.
Publisher: THQ
2 players
Target release date: December 2000

NASCAR Heat

Players will race as one of 30 drivers, including Richard Petty, in NASCAR Heat. Based primarily on the 2000 Winston Cup Season, this game will feature three modes of play, with races on all of the official NASCAR tracks. Players will also be able to adjust the controls to play as a simulation or arcade racer. Cars will receive realistic damage: All of the dents, scratches, sparks, skids, and collisions of NASCAR will be there.

Developer: Hasbro Interactive
Publisher: Hasbro Interactive
2 players
Target release date: Available now

NASCAR Racers

Based on the new Fox animated series, NASCAR Racers puts you into the futuristic world of supersonic racing. You can play as one of eight cars, each with its own escape pod and special move, blasting through eight NASCAR Racers tracks. You'll need to mix pit stops for fuel, damage repair, and recharging of turbo powers and special moves in your race plan as NASCAR Racers speeds into stores this October.

Developer: Hasbro Interactive
Publisher: Hasbro Interactive
2 players
Target release date: Available now

NCAA Final Four 2001

The overhaul of 989 Sports' basketball line continues with NCAA Final Four 2001. As with NBA Shootout, its pro counterpart, the gameplay in Final Four has been vastly improved with increased smarts for the computer defenders. The ball and rim physics have also been enhanced for more realism. Still, it will be a Cinderella story if Final Four beats out EA Sports' NCAA March Madness 2001, the reigning national champion.

Developer: 989 Sports
Publisher: Sony
8 players (with multitap)
Target release date: Available now

NCAA March Madness 2001

Last year's college champ is returning to the hardwood for what should be another stellar season. The biggest new feature will be the intriguing Coach mode, in which you'll start at a backwoods college and work up to a big-name school. The developer is sharpening the inside game at the post, creating better fast-break A.I., and speeding up the overall action. March Madness 2001 could continue its PlayStation dynasty this November.

Developer: Black Ops
Publisher: EA Sports
8 players (with multitap)
Target release date: Available now

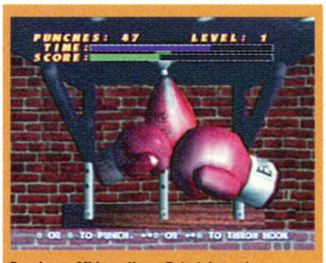
Power Spike Pro Beach Volleyball

One of the most underrepresented sports on the PlayStation will soon make its debut on the system. And drop your hot dog and soda. This won't be a game for backyard barbecues, but will have 50 pros, including Gabrielle Reece, performing animated real-life volleyball moves from diving digs to overhead kills. Beaches will include Sydney, Los Angeles, Acapulco, and 11 more. Power Spike Volleyball slams the PlayStation this fall.

Developer: Carapace
Publisher: Infogrames
4 players (with multitap)
Target release date: Available now

Ready 2 Rumble Boxing: Round 2

Midway is bringing back Ready 2 Rumble Boxing for a second round of fisticuffs and tomfoolery. All 11 fighters from the original will return along with new, wackier pugilists, including some hidden celebrities. And a Tournament mode will raise the level of friendly competition with your buddies. With more contagious combinations of cartoony graphics and furious fighting fun, Ready 2 Rumble Boxing: Round 2 should be a hit.



Developer: Midway Home Entertainment
Publisher: Midway Home Entertainment
2 players
Target release date: Available now

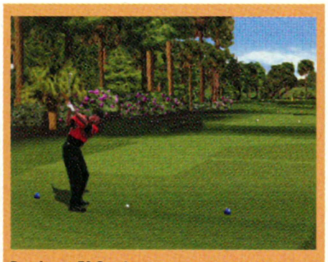
Speedball 2100

If football is too slow for you, and hockey not rough enough, Speedball might be your sport. In Speedball 2100, the sequel to Speedball, which appeared on multiple systems in the early 1990s, you and your teammates will don futuristic armor to battle in a fast-paced, hard-hitting mix between hockey and Rollerball. You'll also manage your team, buy and sell star players, and compete in tournaments, leagues, and extended cup matches.

Developer: The Bitmap Brothers
Publisher: Empire Interactive
2 players
Target release date: Available now

Tiger Woods PGA Tour 2001

Pro golf's dominant player again lends his name to EA Sports' venerable PGA Tour series. Beside the T-man, you'll be able to play as or against such big-name golfers as Justin Leonard, Mark O'Meara, and Lee Janzen, plus others. The 3D game engine, with accurately depicted golf ball physics, promises a realistic golf simulation that will allow you to go from qualifying school to hacking up real-life courses on the PGA Tour.



Developer: EA Sports
Publisher: Stormfront
4 players (with multitap)
Target release date: Available now

Coming Soon...

Here's a list of other PlayStation games that are also slated for release.

Note: The following information is not final; all release dates and game names are subject to change.

NAME	PUBLISHER	TARGET RELEASE DATE
Animorphs: Know the Secret	Infogrames	Available now
Arthur: Ready to Race	Mattel Interactive	Available now
Battleship II	Hasbro Interactive	Available now
Blue's Clues	Mattel Interactive	Available now
Buzz Lightyear of Star Command	Activision	Available now
Carmageddon 2: Carpocalypse Now	Interplay	Available now
Casper: Friends Around the World	Sound Source	Available now
Contender 2	Bam!	Available now
DarkStone	Take 2 Interactive	Available now
Dragon Quest VII	Enix	2001
Dragon Tales: Dragon Seek	New KidCo	Available now
The Dukes of Hazzard II	SouthPeak Interactive	Available now
Earthworm Jim 3D	Interplay	Available now
Elmo in Grouchland	Mindscape	Available now
Family Feud 2	Hasbro Interactive	Available now
Freestyle Motocross: McGrath vs. Pastrana	Acclaim	Available now
Goofy's Fun House	Mattel Interactive	Available now
Gundam Wing Battle	Bandai	December 2000
Harvest Moon: Back to Nature	Natsume	Available now
Hot Wheels Xtreme XTR Racing	Mattel Interactive	Available now
Hybrid Extreme Racing	Mattel Interactive	Available now
Inspector Gadget	Ubi Soft	Available now
Jimmy White's Cueball	Bam Entertainment	Available now
The Jungle Book	Ubi Soft	Available now
Lego Stunt Rally	Lego Media	Available now
The Lion King: Simba's Mighty Adventure	Activision	Available now
Mary-Kate & Ashley Magical Mystery Mall	Acclaim	Available now
Mega Man X5	Capcom	January 2001
Moto Racer 3	Infogrames	Available now
NCAA Final Four 2001	989 Sports	Available now
Nicktoons Racing	Hasbro Interactive	Available now
Rally Masters	Infogrames	Available now
Rugrats in Paris	THQ	Available now
Sabrina the Teenage Witch	Berkeley Systems	December 2000
Scooby-Doo! Classic Creep Capers	THQ	Available now
Sea Doo Hydro Cross	Vatical	Available now
Sheep	Take 2 Interactive	Available now
Superman	Titus	Available now
Tom & Jerry in House Trap	New KidCo	Available now
Tonka Space Station	Hasbro Interactive	Available now
UFC	Crave Entertainment	Available now
V.I.P.	Ubi Soft	March 2001
Wild Thornberrys' Animal Adventure	Mattel Interactive	Available now
Wild Wild West	SouthPeak	Available now
W.O.R.M.S. Pinball	Infogrames	Available now

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REVIEW NAVIGATION

Title
The name of the game reviewed

Description
A brief summary of the game, including any notable strengths and weaknesses

Game Screen
A screen shot of the game

Ratings
Evaluative numbers that the game received. Each game is judged in four categories (for more info, see sidebar, "Our Ratings").

Basic Game Information
Basic game information is presented here, which includes the publisher, number of players that can play, ESRB rating (see "ESRB Navigation"), and the issue of *GamePro* in which the full-length review of the game originally appeared ("Not Reviewed" means that this is the first time we're reviewing the game).

S.W.A.T.Pro Icon
Throughout the PlayStation Reviews section, you'll find "S" icons near basic game information. This icon indicates that a gameplay tip, cheat, or code appears in the S.W.A.T.Pro section.

Tony Hawk's Pro Skater

Attention skate punks—Tony Hawk's Pro Skater is the fastest, wildest skateboarding game ever. Its extreme gameplay, insane tricks, and wickedly designed skateparks will have you shredding until your hands bleed and your retinas rupture. Whether you're a newbie or a diehard, don't pass this up. Hawk reigns supreme.

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	5.0

Publisher: Activision
2 players
ESRB: Teen
Reviewed in *GamePro*: 11/99

OUR RATINGS

GamePro magazine rates every game it reviews in four distinct categories: Graphics, Sound, Control, and Fun Factor. Our ratings range from 5.0 (the ultimate) to 0.5 (the worst) in half-point increments. Games with a Fun Factor of 3.0 are average; those with a Fun Factor of 4.0 or higher are recommended.

GRAPHICS
This category is reserved for the overall artistic quality of the game's animation, cinemas, and scenery.

SOUND
This score reflects the title's music, voice-overs, and sound effects.

CONTROL
How do the interface and control-pad commands affect the action and fun?

FUN FACTOR
The bottom line: Are you going to have a good time playing this game?

ESRB NAVIGATION

The interactive electronic entertainment industry utilizes a voluntary rating system developed by an independent organization—the Entertainment Software Rating Board (ESRB)—so consumers know what to expect before buying a video or PC game. Each game reviewed in this *Encyclopedia* includes the ESRB's rating, which indicates the gameplayer's recommended age level. Following is a quick key to the most common ratings; for a complete description, check out the ESRB's Web site at www.esrb.org or call 800/771-3772 for more information. For a list of all Mature-rated games reviewed here, see page 10.

EARLY CHILDHOOD — Titles rated Early Childhood (EC) have content suitable for children ages three and older and do not contain any material that parents would find inappropriate.

KIDS TO ADULTS — Titles rated Kids-to-Adult (K-A) have content suitable for persons ages six and older. These titles will appeal to people of many ages and tastes. They may contain minimal violence, some comic mischief (for example, slapstick comedy), or crude language.

RATING PENDING — The Rating Pending icon may appear in early reviews of soon-to-be-released products. Look for the actual ESRB rating icon on the game's package, or check the ESRB's Web site or call its toll-free phone number for updated rating information.

EVERYONE — As of January 1, 1998, the Everyone designation replaced the "Kids-to-Adults" rating. Titles rated "Everyone" (E) have content suitable for persons ages six and older. These titles will appeal to people of many ages and tastes. As stated above, they may contain minimal violence, comic mischief, or crude language.

TEEN — Games rated Teen are suitable for ages 13 and up. These games could have violent content, strong language, and/or suggestive themes.

MATURE — Games rated Mature are appropriate for older gamers, generally 17 and up. Mature-rated games may contain more intense depictions of violence, stronger language, and, on rare occasions, sexual themes.

ADULTS ONLY — Titles rated Adults Only (AO) have content suitable only for adults. These products may include graphic depictions of sex and/or violence. Adults Only products are not intended to be sold or rented to persons under the age of 18.

40 Winks

If you don't mind a kiddie-oriented story and characters, you'll find 40 Winks one of the better PlayStation platform offerings. Playing as one of two characters, you must escape six worlds with diverse themes, illustrated with striking visuals. Although a loose interface hampers the fun, this game should keep you awake nights.

Graphics	Sound	Control	Fun Factor
5.0	4.5	3.5	4.0

Publisher: GT Interactive
1 player
ESRB: Everyone
Reviewed in *GamePro*: 1/00

Activision Classics: A Collection of 30 Games

Those who grew up worshipping such Atari 2600 classics as Kaboom, Pitfall, and River Raid should have a field day with this compilation of 30 retro games. However, these games are painfully basic in comparison with even ancient 8-bit offerings, and are worth a peek only to appreciate how far video gaming has come.

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.0	3.0

Publisher: Activision
2 players
ESRB: Everyone
Reviewed in *GamePro*: 12/98

Akuji the Heartless

In this action/platform title from the makers of Gex, you play a warrior bent on revenge after a nasty betrayal. Akuji is a few fatal flaws away from greatness. With an effective camera and more original gameplay, it could've been a hit. Akuji will please only die-hard platform gamers—for everyone else, it's a great rental.

Graphics	Sound	Control	Fun Factor
4.5	4.5	3.5	3.5

Publisher: Eidos
1 player
ESRB: Teen
Reviewed in *GamePro*: 3/99

Ape Escape

Ape hurtles you through time on a quest to trap the super-intelligent monkey henchmen of Specter, who plans to use the simians to take over the world. Despite a confusing double-analog interface, Escape's extra features, like unlockable mini-games, put it above the average 32-bit platform offering.

Publisher: Sony
1 player
ESRB: Everyone
Reviewed in *GamePro*: 8/99

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.0	3.5

Arcade's Greatest Hits: The Midway Collection 2

Midway offers more curiosities than classics with this second helping of retro games—Joust 2, Spy Hunter, Moon Patrol, BurgerTime, Tapper, Blaster, and Splat. A poorly produced trivia game provides info and perspective on the titles in this collection, but, ultimately, this compilation is for gaming historians only.

Graphics	Sound	Control	Fun Factor
3.0	3.5	4.0	3.5

Publisher: Midway Home Entertainment
2 players
ESRB: Kids-to-Adults
Reviewed in *GamePro*: 2/98

Armored Core II: Project Phantasma

With the same thumb-numbing controls and robotic mayhem as the original's, Phantasma offers nothing new to the niche genre of mech gaming. Mastering the various mechs takes a lot of practice, and the unfair A.I. makes for several hours of frustrating fighting. Newbies to the mech-fighting scene should find the original.

Graphics	Sound	Control	Fun Factor
4.0	3.5	3.0	3.5

Publisher: ASCII
2 players
ESRB: Teen
Reviewed in *GamePro*: 11/98

Armored Core: Master of Arena

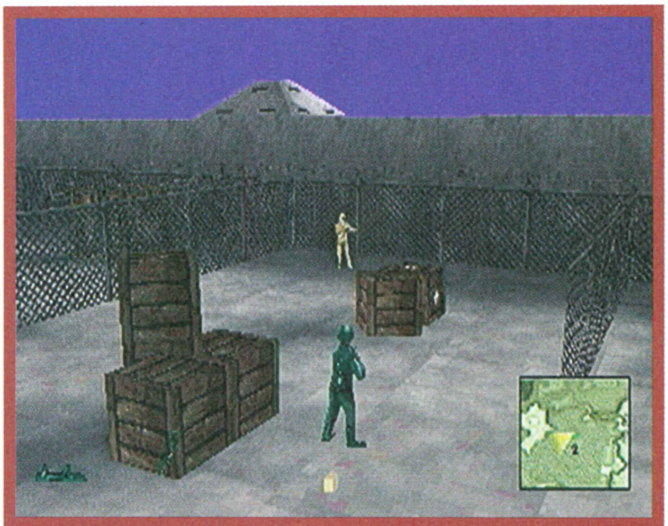
The biggest Armored Core game yet, Master of Arena's 19 missions and multiple mech upgrades will make this a must for fans of the series, but there's little else here to attract newbies. Other notable features include several two-player modes and the very cool option of using saved mechs from other Armored Core titles.

Graphics	Sound	Control	Fun Factor
3.0	4.0	3.0	3.0

Publisher: Agetec
2 players
ESRB: Teen
Reviewed in *GamePro*: Not Reviewed

Army Men 3D

The game that started it all, Army Men 3D features plastic soldiers battling in mission-based stages. Although the game features a novel idea and plenty of weapons for decimating enemies, missions are a bit on the difficult side and the pixelated graphics are loaded with severe clipping and meshing.



Graphics	Sound	Control	Fun Factor
3.0	3.5	3.5	4.0

Publisher: 3DO
2 players
ESRB: Teen
Reviewed in *GamePro*: 5/99

Army Men: Sarge's Heroes

Another installment in the Army Men series, Sarge's Heroes is a cartoonish, semi-realistic shooter that's mildly fun. As "Sarge" Hawk, the hero of the Green Army, you must defeat your plastic Tan counterparts with a variety of weaponry. Unfortunately, the cute premise is K.I.A.'d by fuzzy graphics and imprecise controls.

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.5	3.5

Publisher: 3DO
2 players
ESRB: Everyone
Reviewed in *GamePro*: 5/00

Army Men: World War

Army Men: World War is one of the weakest entries in the series. Placing the men of plastic in diverse jungle and war-torn city environments is a novel idea, but sluggish controls, chunky graphics, and cheap enemy A.I. make this war more frustrating than fun. This Army Men outing isn't all that it can be.

Graphics	Sound	Control	Fun Factor
2.5	3.0	3.0	3.0

Publisher: 3DO
2 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Batman & Robin

Holy wasted license, Batman! Despite the promising visuals and strong soundtrack, Batman & Robin's steep learning curve and clumsy interface will repel all but the bravest gamers. Playing as Batman, Robin, and even Batgirl, you'll engage in repetitious combat while traveling long distances across Gotham City.

Graphics	Sound	Control	Fun Factor
4.0	4.0	1.5	3.5

Publisher: Acclaim
1 player
ESRB: Teen
Reviewed in *GamePro*: 10/98

Blaster Master: Blasting Again

Blaster Master lives! Armed with Sophia, an agile tank, you'll battle robots and mutants in dank caves and futuristic corridors. Revamping an NES classic like Blaster Master has disaster potential, but in this case, the 3D overhaul actually pays off thanks to tight controls and crisp graphics. A worthwhile blast from the past.

Graphics	Sound	Control	Fun Factor
4.0	3.0	4.5	4.0

Publisher: SunSoft
1 player
ESRB: Everyone
Reviewed in *GamePro*: 9/00

Blasto

Blasto is a good ol' action/platform game where you basically seek to zap a bizarre alien army before they zap you. Although Blasto moves at a deliberate pace, the blasting keeps you on your toes. Master the controls, and Blasto materializes as a lengthy, thumb-numbing adventure game that should kick your asteroid.

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.5	4.0

Publisher: Sony
1 player
ESRB: Teen
Reviewed in *GamePro*: 6/98

Blood Omen: Legacy of Kain

Blood Omen tells the story of Kain, a reluctant vampire set loose in a medieval world to hunt down a demon who has enslaved his soul. Kain features an arsenal of weapons, spells, and transformations with accompanying special abilities. If you get past the frequent load times, Blood Omen is bloody fun.

Graphics	Sound	Control	Fun Factor
4.0	5.0	3.5	4.0

Publisher: Activision
1 player
ESRB: Mature
Reviewed in *GamePro*: 12/96

Bugs Bunny: Lost in Time

Only devout Warner Bros. fans and cartoon junkies will enjoy this translation of the famous bunny into a 3D action-platform game. However, those who are impartial to the wascally wabbit will most likely be turned off by the game's blocky environments, tinny sounds, lackluster controls, and frequent clipping problems.

Graphics	Sound	Control	Fun Factor
4.0	3.5	3.5	3.5

Publisher: Infogrames
1 player
ESRB: Everyone
Reviewed in *GamePro*: 8/99

A Bug's Life

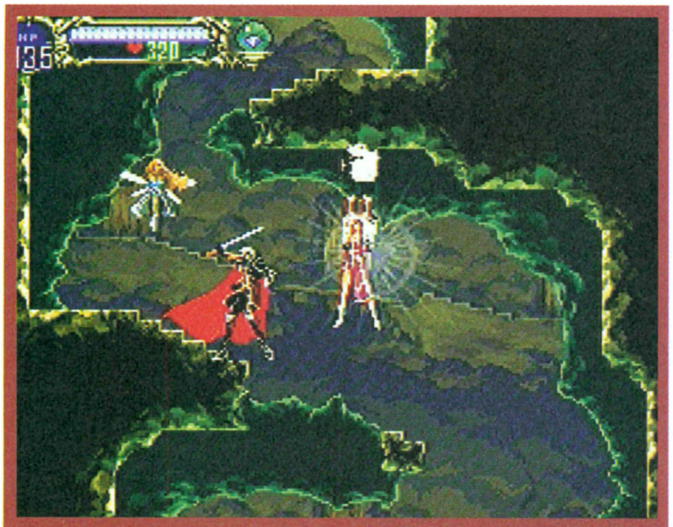
A Bug's Life presents fine 3D action/adventure, hop-n-bop gameplay spread through 15 levels. You play as Flik, an ant who is trying to wrest his colony from a greedy gang of grasshoppers. The game delivers the visual goods, but the overall effect is somewhat hampered by a clunky camera and antsy controls.

Graphics	Sound	Control	Fun Factor
4.0	4.5	3.5	4.0

Publisher: Sony
1 player
ESRB: Everyone
Reviewed in *GamePro*: 1/99

Castlevania: Symphony of the Night

One of the earlier games for the PlayStation, CSOTN is still one of the best. Playing as Alucard (Dracula's son), you trek through a gigantic castle on a mission of patricide. CSOTN has the elements that made the Castlevania series a classic, and is one of the best games in the series.

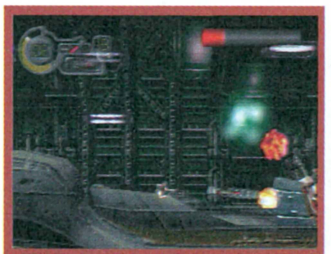


Graphics	Sound	Control	Fun Factor
5.0	5.0	5.0	5.0

Publisher: Konami
1 player
ESRB: Teen
Reviewed in *GamePro*: 9/97

C: The Contra Adventure

Although flawed by a lack of save points and tricky aiming in third-person mode, C: The Contra Adventure carries on the franchise with style, picking up bonus points for its variety of gameplay modes. C takes the retro Contra flavor and builds on it, offering classic side-scrolling and 3D third-person action.



Graphics	Sound	Control	Fun Factor
3.5	4.0	3.0	4.0

Publisher: Konami
1 player
ESRB: Teen
Reviewed in *GamePro*: 9/98

Centipede

This 3D revamped version of the classic version adds a set of new moves, weapon power-ups, and a 3D adventure mode to the original concept. The game's choppy graphics and monotonous sound are nothing to bug out over, but the overall gameplay will definitely provide a few hours of bug-bustin' fun.

Graphics	Sound	Control	Fun Factor
2.0	2.0	3.0	3.0

Publisher: Hasbro Interactive
2 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Countdown Vampires

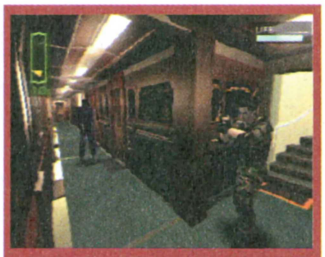
Countdown Vampires adds some new bloodsucking foes to the familiar survival/horror formula, but most gamers won't enjoy sinking their teeth into this dusty Resident Evil rip-off. CV's dithered environments are bland, and the phony voice-acting is worse. Gamers should decline an interview with these vampires.

Graphics	Sound	Control	Fun Factor
3.0	2.5	3.5	2.5

Publisher: Bandai
1 player
ESRB: Mature
Reviewed in *GamePro*: 6/00

Covert Ops: Nuclear Dawn

Covert Ops: Nuclear Dawn combines two familiar formulas that don't quite mesh to create an unorthodox take on the action/adventure genre. While the story brings to mind fast-paced Syphon Filter action, CO's awkward graphics and controls are more suited for a slower-paced game. Action-oriented gamers should pass.



Graphics	Sound	Control	Fun Factor
3.5	4.0	3.5	3.5

Publisher: Activision
1 player
ESRB: Mature
Reviewed in *GamePro*: 8/00

Crash Bandicoot 2: Cortex Strikes Back

Crash 2 sports better graphics and more diverse gameplay than the original, and, as an action-platform title, Crash 2 is as solid as they come. The gameplay is still hop-n-bop, but added abilities like sliding, climbing, and belly flops make it jam. Anyone who appreciates a good action game will dig this second Crash title.

Graphics	Sound	Control	Fun Factor
5.0	5.0	4.5	4.5

Publisher: Sony
1 player
ESRB: Kids-to-Adults
Reviewed in *GamePro*: 1/98

Crash Bandicoot: Warped

Crash Bandicoot: Warped spins out of control with insanely addictive gameplay, stunning graphics, and some of the baddest Bandicoot moves and vehicles ever. What makes this game so much more fun than its predecessors is its unbelievable variety of levels and special attacks. CBW yields the total package for hours of fun.

Graphics	Sound	Control	Fun Factor
5.0	5.0	5.0	5.0

Publisher: Sony
1 player
ESRB: Everyone
Reviewed in *GamePro*: 1/99

Crash Bash

Bash offers a buffet of 28 mini-games featuring characters from the Crash Bandicoot universe. The play selection is wildly uneven, with events ranging from a poorly conceived Bomberman tank-battle knock-off, to an intense free-for-all variation of Pong. Duds aside, Bash delivers worthwhile party-playing fun.

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

Publisher: Sony
4 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 12/00

Croc 2

Croc 2 offers the same elements as the original, but in much larger quantities. C2's gameplay is a cross between that of Gex and Crash Bandicoot, with professional lighting and visual effects. The sound, though, is daycare-disco and should be avoided. With a little practice, you'll find Croc 2 provides plenty of ditzy diversion.

Graphics	Sound	Control	Fun Factor
4.5	3.5	3.5	4.0

Publisher: Fox Interactive
1 player
ESRB: Everyone
Reviewed in *GamePro*: 7/99

Danger Girl

Like its illustrated inspiration, Danger Girl is full of cheeky fast-paced action, complete with badass weapons, evil villains, and cool spy gadgets. Unfortunately, a nauseatingly choppy frame rate, maddening controls, and lack of an in-game save option combine to make this third-person shooter a frustrating controller-throwing experience.

Graphics	Sound	Control	Fun Factor
3.0	4.0	3.0	3.0

Publisher: THQ
1 player
ESRB: Teen
Reviewed in *GamePro*: 12/00

Die Hard Trilogy 2: Viva Las Vegas

Die Hard Trilogy 2: Viva Las Vegas combines three gaming engines (third-person action, light-gun shooting, and reckless driving) into an exciting adventure. The environments are slightly drab, but the vocal impersonation of Bruce Willis is convincing. DHT2's three great gaming engines make it a tremendous value.

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.5	4.5

Publisher: Fox Interactive
1 player
ESRB: Mature
Reviewed in *GamePro*: 4/00

Dino Crisis

Dino Crisis bears several similarities to Resident Evil, but this adventure/survival game has enough unique aspects to keep hardened action vets riveted to their controllers. Dino is an excellent mix of action and strategy, and it's fun to blast the dinos, thanks to responsive controls. Gamers will enjoy this Crisis.

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	4.5

Publisher: Capcom
1 player
ESRB: Mature
Reviewed in *GamePro*: 9/99

Dino Crisis 2

The Dino Crisis franchise gets its first sequel, but Dino Crisis 2 is radically different from its predecessor with more action. Playing as one of two characters, you're sent back in time to the prehistoric era to retrieve valuable research data. The only thing standing between you and your goal is an army of dinos.

Publisher: Capcom
1 player
ESRB: Mature
Reviewed in *GamePro*: 11/00

Graphics	Sound	Control	Fun Factor
4.5	5.0	4.5	5.0

Disney's Dinosaur

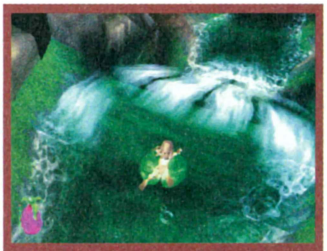
Dinosaur follows the film's plot through 12 levels as Aladar and Zini are joined by Flia. The meat-eaters want to get you, so you'll fight individually or as a team. The graphics are impoverished, as is the audio, while the controls seem to be caught in some Jurassic-era tar. A bare-bones game for younger players.

Graphics	Sound	Control	Fun Factor
2.5	2.5	2.0	3.0

Publisher: Ubi Soft
1 player
ESRB: Everyone
Reviewed in *GamePro*: 10/00

Disney's Tarzan

A Tarzan romp that will entertain movie fans willing to tolerate stale platform gameplay. As either Tarzan, Jane, or Terk, you swing, climb, run, jump, and surf your way through 13 levels. The game makes no attempt to innovate, sticking faithfully to the ancient stereotypical platform formula of "run right and hop."



Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	3.5

Publisher: Sony
1 player
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Duke Nukem: Time To Kill

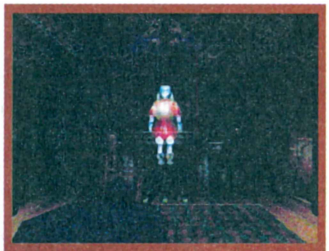
While Duke Nukem: Time To Kill could have delivered better graphics and controls, it's all about the action. Duke won't let you down, dealing out lead from a third-person perspective through 12 levels. Tons of badass weapons and puzzle elements keep you deep in the game. Duke's action will show you a wild time.

Graphics	Sound	Control	Fun Factor
3.5	5.0	4.0	4.0

Publisher: GT Interactive
2 players
ESRB: Mature
Reviewed in *GamePro*: 12/98

Echo Night

Echo Night delivers the spookiest suspense/adventure game since The 7th Guest. An addictive story and dazzling environments will get the adrenaline pumping in diehard adventure gamers. Clever puzzles abound in this creepy journey, and easy-to-use controls makes this an irresistible must-have for your game collection.



Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	4.5

Publisher: Agetec
1 player
ESRB: Teen
Reviewed in *GamePro*: 8/99

Eggs of Steel

Eggs of Steel is a 3D action-platformer where you play an animated egg who's also the night watchman at a steel factory. Steel's action is strictly hop-n-bop fare, with some colorful stages and graphic details. However, sloppy controls, annoying sound effects, and pattern-riddled bosses quickly scramble the fun.

Graphics	Sound	Control	Fun Factor
3.5	2.0	2.5	2.0

Publisher: Atlus
1 player
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Expendable

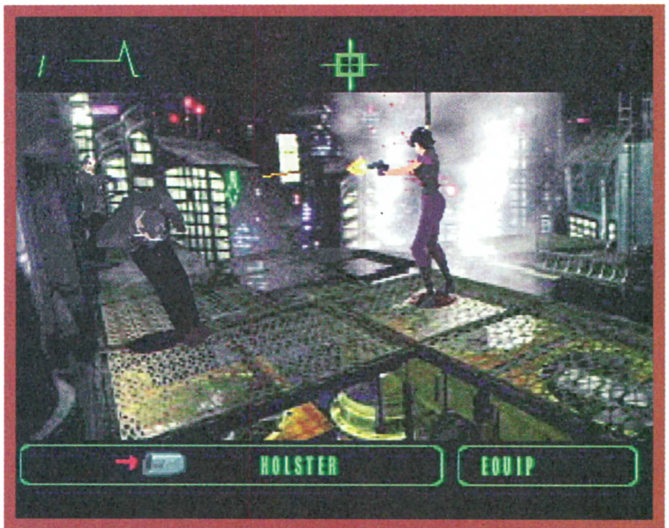
Expendable is a brain-dead, shoot-em-up where the objective is to clear a path through your enemies by using a variety of weaponry. You can collect over 15 weapons, including guns and missile launchers, but after the third level or so, everything looks the same. If you like mindless shooters, Expendable barely does the job.

Graphics	Sound	Control	Fun Factor
3.5	3.0	3.0	2.5

Publisher: Infogrames
2 players
ESRB: Teen
Reviewed in *GamePro*: Not Reviewed

Fear Effect

Innovative graphics and gameplay make Fear Effect an imaginative 3D adventure game. You'll control three mercenaries hired to find a businessman's daughter, and you'll engage in heavy gun battles as well as challenging puzzles. Fear Effect blends a host of features to create a well-balanced game.

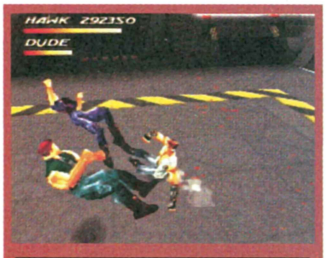


Graphics	Sound	Control	Fun Factor
5.0	5.0	4.0	5.0

Publisher: Eidos
1 player
ESRB: Mature
Reviewed in *GamePro*: 4/00

Fighting Force

The action in Fighting Force, an old-school beat-em-up game, is simple button-mashing fare that gets dull after a few levels. In addition to your fists, you'll find bottles, bazookas, and more. Although it tries to trash talk, you won't feel like putting up much of a fight with Fighting Force—unless you enjoy mindless brawling.



Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

Publisher: Eidos
2 players
ESRB: Teen
Reviewed in *GamePro*: 1/98

Fighting Force 2

Fighting Force 2's hybrid of action and adventure doesn't do much for either genre. The adventure aspect isn't compelling, because you simply destroy everything and everyone in order to find ammo. The controls are fine, but enemies are mindless and threatening only in large numbers. Fighting Force 2 doesn't offer much.

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.0	3.5

Publisher: Eidos
1 player
ESRB: Teen
Reviewed in *GamePro*: 2/00

Frogger 2: Swampy's Revenge

Sequel to one of the PlayStation's most surprising bestsellers, Frogger 2 features more platform-hopping puzzles with the addition of several new multiplayer modes. The game's 35 levels have diverse locales—ranging from muddy swamps to space stations—but the one-note gameplay quickly becomes redundant.

Graphics	Sound	Control	Fun Factor
3.5	3.0	4.0	2.5

Publisher: Hasbro Interactive
4 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 12/00

Future Cop L.A.P.D. 2100 AD

Future Cop sets you up as a policeman in futuristic L.A., where your missions vary from destroying weapon sites to rescuing hostages. You'll blast buildings, vehicles, and humans with alarming vehemence to rid L.A. of crooks. There's also a cool, split-screen two-player mode. Future Cop is fun—pure and simple.

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	5.0

Publisher: Electronic Arts
2 players
ESRB: Teen
Reviewed in *GamePro*: 10/98

Galerians

In this haunting yet stylish 3D action/adventure, you play as 14-year-old Rion, a troubled boy with psychic powers. Rather than shooting or punching, you use your powers to make your enemies burst into flames or make their heads explode. The gorgeous prerendered 3D backgrounds add to the dark atmosphere.

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.0	4.5

Publisher: Crave Entertainment
1 player
ESRB: Mature
Reviewed in *GamePro*: 4/00

Gauntlet Legends

Gauntlet Legends for the PlayStation has none of the visual or aural flair of the arcade version to make up for its limited gameplay. As in previous Gauntlet titles, you lurk through mazelike levels as one of four characters, but now there's a hub world, bosses, a weapons inventory, and five more hidden characters.

Graphics	Sound	Control	Fun Factor
3.0	2.0	3.5	3.0

Publisher: Midway Home Entertainment
2 players
ESRB: Teen
Reviewed in *GamePro*: 5/00

Gex

Released when side-scrolling platform jumpers were becoming scarce, Gex stands out as an excellent title. While advancing through humorous levels in search of power-ups to gulp and bosses to conquer, this gecko whips out one-liners as fast as he whips out his damaging tongue. Gex is a classic game for side-scroller fans.

Graphics	Sound	Control	Fun Factor
4.0	4.5	4.5	4.5

Publisher: Crystal Dynamics
1 player
ESRB: Kids-to-Adults
Reviewed in *GamePro*: 2/96

Gex: Enter the Gecko

The wise-cracking lizard returns for his second platformer in Enter the Gecko, this time in 3D. Using excellent controls, you lead Gex as he tail-whips and jumps through such theatrical environments as a desert isle, outer space, and a haunted house, all while cracking jokes in the voice of comedian Dana Gould.

Graphics	Sound	Control	Fun Factor
5.0	5.0	4.5	5.0

Publisher: Midway Home Entertainment
1 player
ESRB: Everyone
Reviewed in *GamePro*: 4/98

Gex 3: Deep Cover Gecko

Gex is back with his super-spy persona from Enter the Gecko in a quest to save his girl. The third installment isn't much better than the previous. Pop culture parodies still abound, but the levels don't seem as fresh as before. Still, there are many hours of good platform action for fans of the series.

Publisher: Eidos
1 player
ESRB: Teen
Reviewed in *GamePro*: 6/99

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Graphics	Sound	Control	Fun Factor
4.5	4.0	4.0	4.0

Glover

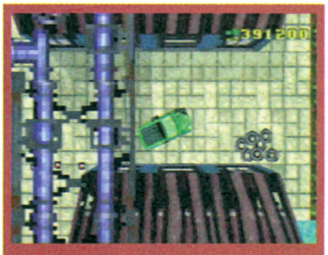
Glover has some unique gameplay elements, but they're diminished by mushy graphics and stiff controls. You control an animated glove that can execute a startling variety of tasks, including performing stunts and exploring vast levels. However, the game's drab visuals and touchy controls greatly tarnish the fun.

Graphics	Sound	Control	Fun Factor
3.5	3.0	3.5	3.5

Publisher: Hasbro Interactive
1 player
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Grand Theft Auto

To evade the police in Grand Theft Auto, you hijack any car you can, then wantonly run down pedestrians and cops. It's a fun, if violent, premise, but the overly sensitive controls and poor graphics make GTA a crime to play. Often, you can't even tell which way your guy is facing. Cool music is the game's only saving grace.

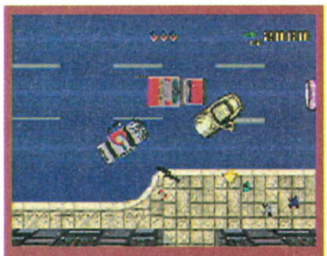


Graphics	Sound	Control	Fun Factor
2.0	3.0	1.5	2.0

Publisher: Take 2 Interactive
1 player
ESRB: Mature
Reviewed in *GamePro*: 6/98

Grand Theft Auto: Director's Cut & GTA London 1969

Grand Theft Auto: Director's Cut provides a bird's-eye view of life as a criminal with such activities as carjacking, drive-bys, and running over unsuspecting pedestrians. The low-res graphics may be a bit of an eye strain, but those gamers willing to overlook this shortcoming will be rewarded with a few hours of fun gameplay.



Graphics	Sound	Control	Fun Factor
2.5	3.0	3.0	3.5

Publisher: Rockstar Games
1 player
ESRB: Mature
Reviewed in *GamePro*: Not Reviewed

Grand Theft Auto 2

GTA2 brings you more of the profanity and edgy content virtual carjackers will expect, but that's about it. In this topdown driving and shooting action title, you're a small-time hood who guns down pedestrians, fights cops, steals an ambulance, and breaks other laws while working for various crime bosses.

Graphics	Sound	Control	Fun Factor
2.0	4.0	3.0	2.0

Publisher: Rockstar Games
1 player
ESRB: Teen
Reviewed in *GamePro*: 1/00

Heart of Darkness

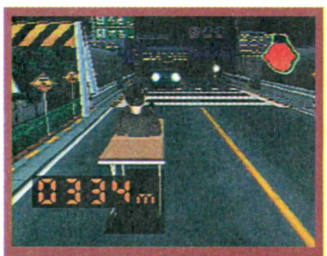
Playing as Andy, a young man beset by such ills as a fear of darkness, you puzzle, jump, and climb through six side-scrolling levels of the Dark World in search of your dog, Whisky, who was mistakenly abducted by the Master of Darkness. Most gamers will enjoy the mix of good action, puzzles, and humor, despite little replay value.

Graphics	Sound	Control	Fun Factor
5.0	5.0	4.0	4.5

Publisher: Interplay
1 player
ESRB: Everyone
Reviewed in *GamePro*: 10/98

Incredible Crisis

In Incredible Crisis, you'll guide a Japanese family through a series of Mario Party–style mini-games. While the button-mashing gameplay is straightforward enough, the spartan mini-game directions are often muddled and vague. Add in quirky graphics and cartoonish sound effects, and IC seems destined for cult status.

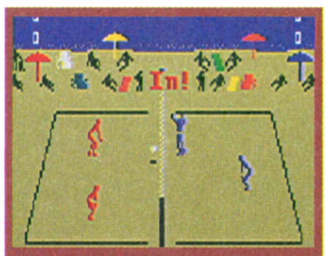


Graphics	Sound	Control	Fun Factor
3.5	3.5	3.5	3.5

Publisher: Titus
1 player
ESRB: Teen
Reviewed in *GamePro*: Not Reviewed

Intellivision Classic Games

A lineup of 30 of Intellivision's classic games is packed into one disc, ranging from Hockey to Night Stalker. Unfortunately, although these games are "classics," their dated graphics and gameplay may appeal only to diehard fans of these games, which ultimately fall well short of today's gaming standards.



Graphics	Sound	Control	Fun Factor
3.0	3.0	3.0	3.0

Publisher: Activision
6 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Jackie Chan Stuntmaster

The fluid animations in this 3D platformer/fighting hybrid capture the slick, yet humorous, style of Chan's fighting and stunts as he runs, jumps, swings, and brawls past traps and enemies in comic book–style levels. But the overly simple controls result in a lot of button-mashing, despite some cool-looking combos.

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.5	3.5

Publisher: Midway Home Entertainment
1 player
ESRB: Teen
Reviewed in *GamePro*: 3/00

Jersey Devil

The Jersey Devil, a Crash Bandicoot–style character with parachutelike wings, inhabits one of the most ambitious 3D platformers of its time. The game's sweeping music and edgy, pastel/gothic environments create an epic feel, but poor camera angles keep Jersey Devil from achieving seventh heaven.

Graphics	Sound	Control	Fun Factor
4.5	4.5	3.5	4.0

Publisher: Sony
1 player
ESRB: Everyone
Reviewed in *GamePro*: 8/98

Klonoa of the Wind: Door to Phantomile

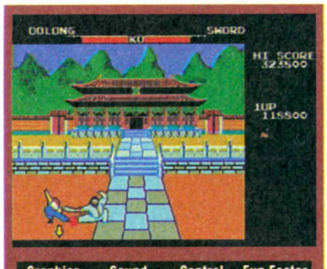
In this gorgeous 3D platformer, Klonoa uses his floppy ears to fly across six beautiful levels while zapping enemies with his crystal ring. Though the levels look 3D, the gameplay is 2D—you're on a set path. Smooth controls and a rich soundtrack add to Klonoa's fun, though it's somewhat of a kiddie game.

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.5	4.0

Publisher: Namco
1 player
ESRB: Everyone
Reviewed in *GamePro*: 3/98

Konami Arcade Classics

Konami has cracked open the vaults to resurrect 10 arcade oldies for the PlayStation—and time has been remarkably kind to these classics. Games like Roc 'N Rope and Pooyan aren't household names, but they're still fun. This collection of games may be dusty and obscure, but it still offers surprisingly fresh gameplay.

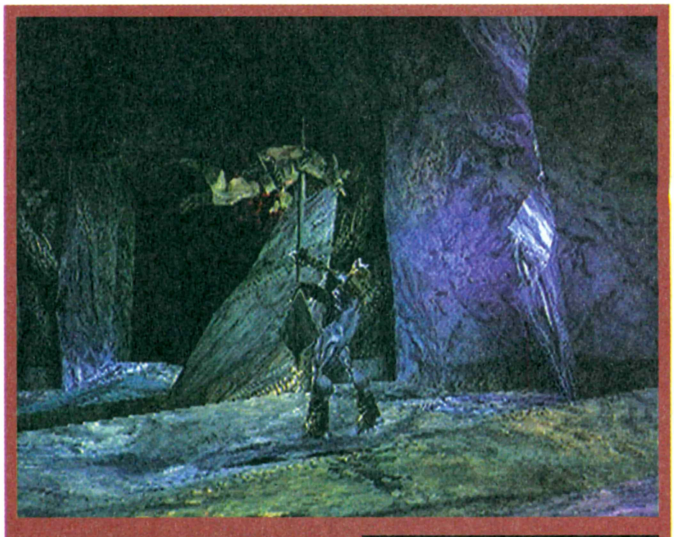


Graphics	Sound	Control	Fun Factor
3.5	3.5	3.0	4.5

Publisher: Konami
2 players
ESRB: Everyone
Reviewed in *GamePro*: 9/99

Legacy of Kain: Soul Reaver

The vampiric follow-up to 1997's Blood Omen, Legacy of Kain: Soul Reaver heralds a new age of PlayStation graphics. The story line is detailed and brought to life by outstanding vocal talent. The game's highlight is finding new and devious ways to dispose of your enemies. It's a whole crypt full of fun.



Graphics	Sound	Control	Fun Factor
5.0	4.5	4.5	5.0

Publisher: Eidos
1 player
ESRB: Teen
Reviewed in *GamePro*: 10/99

Loaded

Loaded is the ultimate mindless—but still very fun—action/shooter. You help one of six sordid psychos shoot their way out of an intergalactic prison. What Loaded lacks in deep play mechanics, it more than makes up for with some of the goriest gunplay ever seen. Loaded is the *Wild Bunch* of video games.

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	4.5

Publisher: Interplay
2 players
ESRB: Mature
Reviewed in *GamePro*: 1/96

Lucky Luke

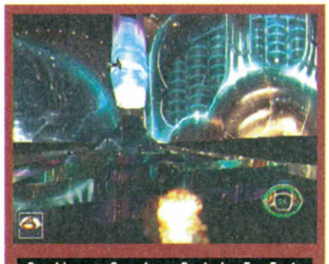
With its cartoony graphics and diverse, puzzle-filled, nonviolent action sequences, Lucky Luke is obviously geared toward younger gamers. But imprecise controls and cheap A.I. will give players of all ages the blues. As Luke, a sheriff in the old west, you collect items, defeat outlaws, and solve various puzzles.

Graphics	Sound	Control	Fun Factor
3.0	2.5	2.0	2.5

Publisher: Infogrames
1 player
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

MDK

MDK delivers a knockout combo of stylish, innovative gameplay and mouth-watering graphics. MDK's biggest problem is that its six levels are over too quickly. But that's no reason to miss out on one of the finest PlayStation games of the year. This kind of deep, action-packed game is worth every penny.



Graphics	Sound	Control	Fun Factor
5.0	5.0	5.0	5.0

Publisher: Playmates Interactive
1 player
ESRB: Teen
Reviewed in *GamePro*: 12/97

MediEvil

MediEvil has the perfect combination of action and puzzle solving. It fills an amazing otherworldly environment with spooky, funky characters and has a good soundtrack with the best Halloween-themed music since *Beetlejuice*. With subtle humor and all-around enjoyability, MediEvil towers above the medi-ocre.

Graphics	Sound	Control	Fun Factor
4.5	5.0	4.5	5.0

Publisher: Sony
1 player
ESRB: Mature
Reviewed in *GamePro*: 11/98

MediEvil II

Reluctant hero and skeleton knight Sir Daniel Fortesque returns bigger and better in MediEvil II. This game is a good old-fashioned thumb-jockey workout. As long as you're down with Victorian London atmosphere and a cartoon look, you'll get your money's worth in solid action/adventure and platform gameplay.

Publisher: Sony
1 player
ESRB: Teen
Reviewed in *GamePro*: 6/00

Graphics	Sound	Control	Fun Factor
4.5	5.0	4.0	4.5

Mega Man 8: Anniversary Collector's Edition

Mega Man 8 is a fun, colorful romp that brings the blue bomber to the PlayStation in style. You bounce through familiar stages like ice and air levels, battling Dr. Wily's baddies and stealing their weapons. MM8 adds a new element to the series—cool anime-style cinemas between levels. Mega Man fans should be pleased.

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

Publisher: Capcom
1 player
ESRB: Kids-to-Adults
Reviewed in *GamePro*: 4/97

Mega Man Legends

Mega Man Legends is a great mix of action and adventure. Although some cinemas make the game appear too kiddy, gamers young and old will hammer away at it for hours, if not days. Fans of the 2D MM games have nothing to fear: Mega Man Legends carries on the fun, addictive qualities of the series with class.

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	4.5

Publisher: Capcom
1 player
ESRB: Everyone
Reviewed in *GamePro*: 9/98

Mega Man Legends 2

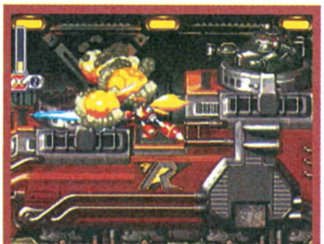
Mega Man Legends 2 brings improved 3D action gameplay and good exploration-style adventure to the series. For Mega Man fans who thought Legends was fun, Legends 2 is more of the same. It's definitely an upgrade on the first game and fills in some background story to the Legends line of Mega Man tales.

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

Publisher: Capcom
1 player
ESRB: Everyone
Reviewed in *GamePro*: 10/00

Mega Man X4

Mega Man and Zero join forces again for their first 32-bit appearance. All the trademark side-scrolling shooting action from the 16-bit entries return, but with fewer characters and more hard-hitting platform action. X4 features excellent graphics, and the music's pounding beat goes perfectly with the onscreen action.



Graphics	Sound	Control	Fun Factor
5.0	4.5	5.0	4.5

Publisher: Capcom
1 player
ESRB: Kids-to-Adults
Reviewed in *GamePro*: 11/97

Metal Gear Solid

Metal Gear Solid is the rarest of things: a video game with looks, brains, and heart. Its combination of excellent action and superb story line makes it one of the best PlayStation games. You assume the role of Snake, an elite commando on a mission to stop a group of terrorists from obtaining a deadly weapon.

Publisher: Konami
1 player
ESRB: Mature
Reviewed in *GamePro*: 12/98

Graphics	Sound	Control	Fun Factor
4.5	5.0	4.5	5.0

Metal Gear Solid: VR Missions

Metal Gear Solid: VR Missions delivers 300 challenging training goals. It's a finely crafted game, but unfortunately there's no story running through the missions, which ultimately makes them a lot less compelling. Metal Gear fanatics will find the training worth their while, but VR Missions doesn't stand up on its own.

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	3.5

Publisher: Konami
1 player
ESRB: Teen
Reviewed in *GamePro:* 10/99

The Misadventures Of Tron Bonne

The Mega Man Legends story continues with The Misadventures of Tron Bonne, a prequel that chronicles the story of Mega Man's nemesis, Tron Bonne. Her first solo game has some very cool and innovative elements, but the journey ends too soon. Tron is a lighthearted action title that delivers a fun, but short ride.

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	4.0

Publisher: Capcom
1 player
ESRB: Everyone
Reviewed in *GamePro:* 3/00

Mission: Impossible

Just when movie-to-game adaptations were getting a foothold in the quality department, along comes Mission: Impossible, a shoddy action/adventure title that looks like it was rushed past the testing stage and onto store shelves. It had the potential to be a strong title, but poor technical aspects sink its mission. Game: Unlikable.

Graphics	Sound	Control	Fun Factor
2.0	2.5	1.5	2.0

Publisher: Infogrames
1 player
ESRB: Teen
Reviewed in *GamePro:* 1/00

Mortal Kombat Mythologies: Sub-Zero

Mortal Kombat Mythologies: Sub-Zero is an interesting, entertaining, and ultimately exhausting spinoff of the arcade fighting series. It delivers a fun and challenging game for those who stick with it. Although tough, Sub-Zero's various techniques and well-crafted stages will keep you hooked.

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.0	4.0

Publisher: Midway Home Entertainment
1 player
ESRB: Mature
Reviewed in *GamePro:* 12/97

Mortal Kombat: Special Forces

A good idea gone horribly wrong, Mortal Kombat: Special Forces is a major disappointment. Moving away from the one-on-one fighting action of the MK series, SF is a top-down action/adventure game. The only redemption is in the easy controls. After all is said and done, Special Forces isn't special at all.

Graphics	Sound	Control	Fun Factor
2.5	2.5	3.0	2.5

Publisher: Midway Home Entertainment
1 player
ESRB: Mature
Reviewed in *GamePro:* 10/00

Namco Museum Volume 5

Earlier volumes from Namco's Museum gave classic games a new lease on life. However, this fifth and final installment of the re-issue series feels more like a mercy killing. Some of these ho-humdingers didn't need unearthing. But, hey, at least now you can finish spelling out "NAMCO" with the CD covers.

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	3.0

Publisher: Namco
1 player
ESRB: Kids-to-Adults
Reviewed in *GamePro:* 2/98

Nightmare Creatures

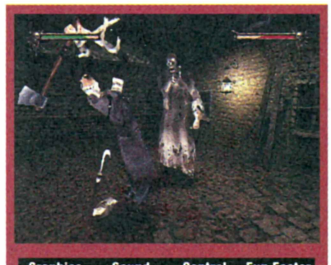
Set in turn-of the-century London, Nightmare Creatures revolves around a manhunt for the infamous necromancer, Dr. Crowley. This is a tough game, but one that rewards you with some nasty gameplay and ferociously wild moves. If you've always wanted to kick evil in the ass, this is definitely the game for you.

Graphics	Sound	Control	Fun Factor
5.0	5.0	4.5	5.0

Publisher: Activision
1 player
ESRB: Mature
Reviewed in *GamePro:* 11/97

Nightmare Creatures II

The limb hackin', gore-filled sequel, Nightmare Creatures II, puts you back in the horrific world of the first game and delivers a chilling good time. Light on story, but heavy on outstanding action, creepy sounds, and exceptional visuals, Nightmare Creatures II is a gripping game. Unless you don't like gore, this is a must-have.



Graphics	Sound	Control	Fun Factor
4.5	5.0	3.0	4.5

Publisher: Konami
1 player
ESRB: Mature
Reviewed in *GamePro:* 7/00

Ninja: Shadow of Darkness

Beautiful graphics and an unforgettable soundtrack combine in this 3D action brawler set in feudal Japan. As a young ninja, you must overcome the evil that has consumed your home by using your quick fists, furious kicks, and an armory of deadly weapons. Don't let the controls bog you down in this slick beat-em-up.

Graphics	Sound	Control	Fun Factor
5.0	4.5	3.0	4.5

Publisher: Eidos
1 player
ESRB: Teen
Reviewed in *GamePro:* 12/98

Oddworld: Abe's Oddysee

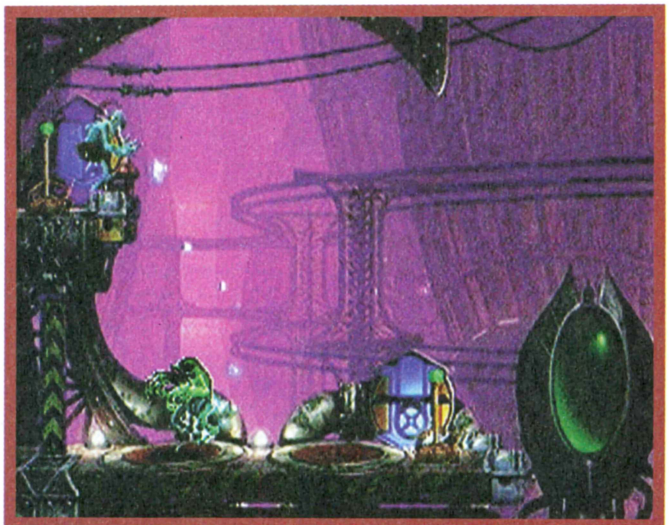
You help Abe rescue his people in this 2D platform game by solving difficult puzzles, talking with your fellow creatures, and taking control of your enemies as you possess their bodies. A rich world filled with gorgeous backgrounds and hilarious sound effects awaits in this definite classic from the PlayStation library.

Graphics	Sound	Control	Fun Factor
5.0	5.0	4.5	4.5

Publisher: GT Interactive
2 players
ESRB: Teen
Reviewed in *GamePro:* 10/97

Oddworld: Abe's Exoddus

The second adventure in the Oddworld universe shines on the PlayStation. It features lush visuals and awesome sound as you guide the whimsical Abe with unique controls to solve challenging puzzles and battle the bad Glukkons. You'll be glued to the screen for days with this unforgettable journey.

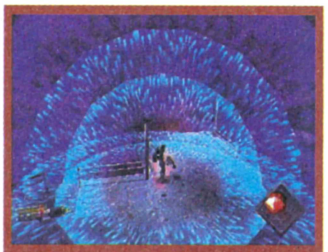


Publisher: GT Interactive
2 players
ESRB: Teen
Reviewed in *GamePro:* 12/98

Graphics	Sound	Control	Fun Factor
5.0	5.0	4.5	5.0

One

It's the year 2037 and John Cain just woke up to find that his left arm has been replaced by a huge cannon. To make things worse, a small army wants him dead. In this 3D run-n-gun thriller, you'll be awed by the intense graphics, nonstop action, and booming soundtrack as you attempt to find the answers to your life.



Graphics	Sound	Control	Fun Factor
4.5	4.5	4.0	4.5

Publisher: ASC Games
1 player
ESRB: Teen
Reviewed in *GamePro:* 2/98

Pac-Man World

The classic pellet-eater returns, this time in a 3D world where he can swim, bounce, and leap through colorful mazes. World includes a quest mode in which Pac-Man must try to save his friends from the evil Toc-Man; of course, World comes with the classic mode that helped start the golden era of classic gaming.

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.5	4.0

Publisher: Namco
1 player
ESRB: Everyone
Reviewed in *GamePro:* 11/99

Pandemonium 2

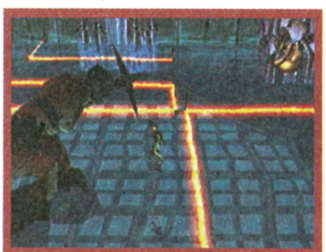
This 3D side-scrolling favorite puts you in control of either a sexy wizard or a pyro-jester, whom you must guide through a world filled with mysterious puzzles. The colorful worlds are replete with odd creatures and nice melodies, but the linear gameplay may not appeal to gamers seeking a more challenging adventure.

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.0	3.0

Publisher: Midway Home Entertainment
1 player
ESRB: Kids-to-Adults
Reviewed in *GamePro:* 12/97

Pitfall 3D: Beyond the Jungle

The legendary jungle hero of the Atari 2600 days is back for a completely new adventure. Pitfall 3D has Harry fighting against huge monsters in an all-too-familiar terrain where the backgrounds permeate with detail and the music mixes smoothly with each jump you take. A solid action/adventure game all the way to the end.



Graphics	Sound	Control	Fun Factor
4.5	4.0	4.0	4.5

Publisher: Activision
1 player
ESRB: Teen
Reviewed in *GamePro:* 5/98

Pong

Despite its primitive premise, Pong is surprisingly fun to play. The classic hit-the-ball-back-and-forth gameplay scheme is made even more fun with a variety of game modes, playfields that alter the ball's physics, and colorful 3D graphics. Fans of retro gaming should be very pleased with this innovative 32-bit game.

Graphics	Sound	Control	Fun Factor
4.0	3.0	4.5	4.0

Publisher: Hasbro Interactive
4 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Psybadek

In this 3D platformer, you ride on a hovering "dek" through five zones filled with odd monsters, collecting stars and power-ups. Poor controls and less-than-stellar graphics are mixed with frustrating, annoying gameplay. Cool techno-funk music highlights, but that's not enough to keep players entertained.

Graphics	Sound	Control	Fun Factor
3.0	4.0	2.5	2.5

Publisher: Psygnosis
1 player
ESRB: Everyone
Reviewed in *GamePro*: 1/99

Punky Skunk

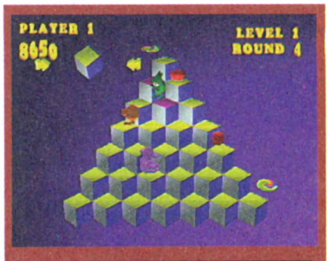
Punky Skunk's slow and tedious 2D platform-hopping is as repellent as the odor that comes from Punky's tail. You hop-n-bop your way through several levels and use a stink cloud as your primary weapon. Complete with lifeless 16-bit graphics, obnoxious sounds, and flimsy controls, Punky Skunk, um, stinks.

Graphics	Sound	Control	Fun Factor
2.0	2.0	3.0	2.5

Publisher: Jaleco
1 player
ESRB: Kids-to-Adults
Reviewed in *GamePro*: Not Reviewed

Q*bert

Another beloved classic arcade game gets a 32-bit facelift, but with mixed results. Although playing Q*bert today evokes fine retro memories of video gaming's "golden age," mastering the controls is tricky and frustrating. The graphics also show their age, while the 3D enhanced visuals don't make much of a difference.



Graphics	Sound	Control	Fun Factor
3.5	3.0	3.5	3.5

Publisher: Hasbro Interactive
2 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Rampage 2: Universal Tour

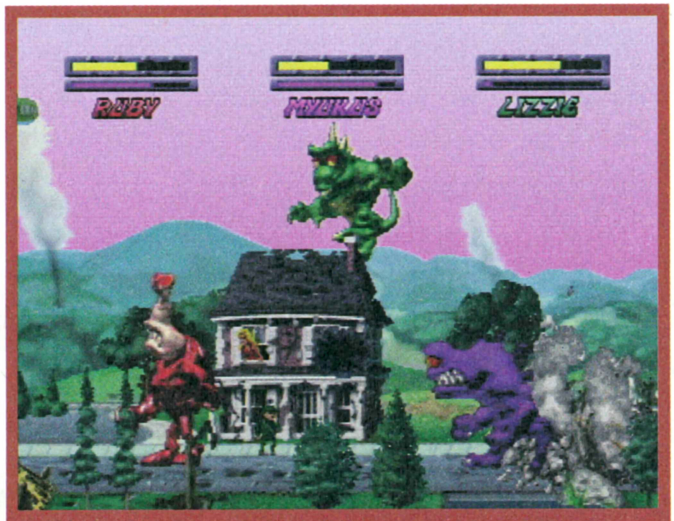
Take control of four new monsters who will terrorize the world and space, destroying everything that stands or moves. This new Rampage may look sharper than its predecessor, but the controls and gameplay are the same. With 125 levels of repetitive, clueless action, players can easily get bored. Try it if you're a fan of the first.

Graphics	Sound	Control	Fun Factor
3.5	2.5	4.0	2.5

Publisher: Midway Home Entertainment
3 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 6/99

Rampage Through Time

Rampage features more of the repetitive move-n-destroy action of its predecessors, but with an expanded lineup of selectable monsters and historical cities to trash. All locales quickly start to look the same, and the rote gameplay quickly wears thin. Only take the Time if you're a rabid fan of the series.



Graphics	Sound	Control	Fun Factor
3.0	2.0	4.0	2.0

Publisher: Midway Home Entertainment
3 players (with multitap)
ESRB: Teen
Reviewed in *GamePro*: Not Reviewed

Rascal

Take Rascal, a temporal scientist kid, through six worlds that span three eras, armed only with a deadly bubble gun. Awful controls make this 3D adventure a game to avoid. Not even the beautiful visuals, catchy music, and challenging bosses can entice diehards of the platform genre. This game is one slippery Rascal.

Graphics	Sound	Control	Fun Factor
4.5	3.5	1.5	2.5

Publisher: Psygnosis
1 player
ESRB: Everyone
Reviewed in *GamePro*: 5/98

Rat Attack!

Get rid of the rats any way you can. Choose one of eight cats and squish, fry, or scoop up the little rodents in 50 challenging levels. The gameplay is a throwback to classic arcade hits like Mr. Do and Dig Dug: simple and elementary. If you get tired playing alone, the multiplayer mode might just hook you and your friends.

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.5	3.5

Publisher: Mindscape
4 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro:* 12/99

Rayman 2: The Great Escape

The ever-whimsical creature who has no limbs is back for a brand new adventure—this time freeing his friends from evil Admiral Razorbeard. Fluid animation, great tunes, and intuitive controls combine to make Rayman 2 an engrossing 3D platform game. Fans of the first Rayman shouldn't miss this one!

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.0	4.0

Publisher: Ubi Soft
1 player
ESRB: Everyone
Reviewed in *GamePro:* 9/00

ReBoot

Based on a once-popular cartoon, you play as Bob who uses a hoverboard to chase his archenemy around a city inside a computer. Race through highly detailed levels, nailing death-inviting leaps and performing flips off of huge ramps. Even if you've never heard of the cartoon, playing ReBoot is still worth a ride.

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.0	4.0

Publisher: Electronic Arts
1 player
ESRB: Everyone
Reviewed in *GamePro:* 5/98

Resident Evil Director's Cut Dual Shock Version

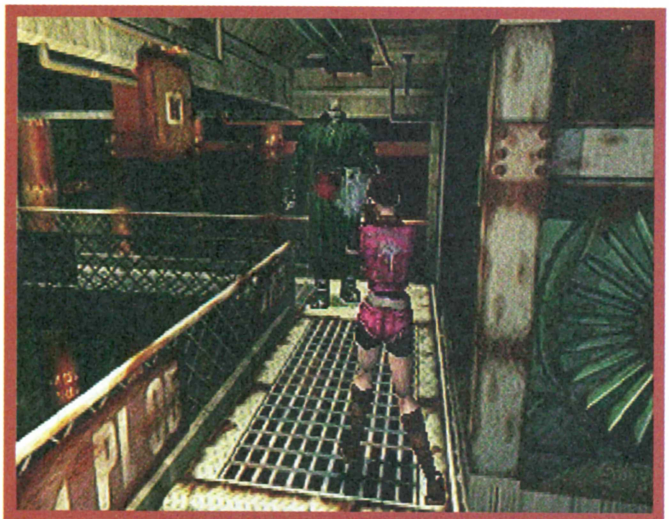
The addition of a director's cut and Dual Shock compatibility doesn't make this classic better. Instead, it's quite the opposite—the original music is gone and the analog controls are frustrating to master. If you've never played a Resident Evil game, you might give this a try; otherwise, it's not worth playing at all.

Graphics	Sound	Control	Fun Factor
4.5	2.5	3.5	3.5

Publisher: Capcom
1 player
ESRB: Mature
Reviewed in *GamePro:* 11/98

Resident Evil 2

The chilling thriller that made PlayStation fans scream for joy is back again, this time with more zombies, more weapons, and more action. Raccoon City is now overrun by deadheads, so it's up to you to stop them. The sound effects, detailed levels, and smooth controls all contribute to an outstanding game.



Graphics	Sound	Control	Fun Factor
5.0	5.0	4.5	5.0

Publisher: Capcom
1 player
ESRB: Mature
Reviewed in *GamePro:* 3/98

Resident Evil 3: Nemesis

The zombie-hunting continues in this third chapter of the frighteningly fun Resident Evil series. You'll fight new horrific creatures in beautifully drawn areas filled with sharp detail. Suspenseful music rounds out this can't-miss, intense-action game that will have you running a cold sweat until the final credits.

Graphics	Sound	Control	Fun Factor
5.0	5.0	4.0	5.0

Publisher: Capcom
1 player
ESRB: Mature
Reviewed in *GamePro:* 12/99

Rising Zan: The Samurai Gunman

Based on the manga comic, Rising Zan is an offbeat 3D action/adventure with "guilty pleasure" written all over it. Gamers play as a ninja cowboy battling through the Wild West with a pistol and sword. Zan's "laughing at you, not with you" cheesiness is its only selling point; the gameplay and graphics barely pass muster.

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.0	3.5

Publisher: Agetec
1 player
ESRB: Mature
Reviewed in *GamePro:* 10/99

Roscoe McQueen: Firefighter Extreme

As the titular character of this kiddie action game, you storm though towers putting out fires set by your arch-enemy. Nightmarish controls prevent you from aiming the hose, while repetitive levels, poor collision detection, and excessive cutesiness kill any possible fun. Conceptually cool, Roscoe McQueen goes up in smoke.

Graphics	Sound	Control	Fun Factor
3.0	3.5	1.5	1.5

Publisher: Psygnosis
1 player
ESRB: Everyone
Reviewed in *GamePro:* 10/98

Shadow Man

Shadow Man sees dead people...and voodoo demons and rivers of blood and all manner of vile, evil sights. In this Mature-rated, third-person ghoul-hunt, you blow away evil beings if you can see them amidst the dark and muddy graphics. The voices, music, and dialogue are Shadow Man's strongest points.

Graphics	Sound	Control	Fun Factor
3.0	4.0	3.5	3.0

Publisher: Acclaim
1 player
ESRB: Mature
Reviewed in *GamePro:* Not Reviewed

Silent Bomber

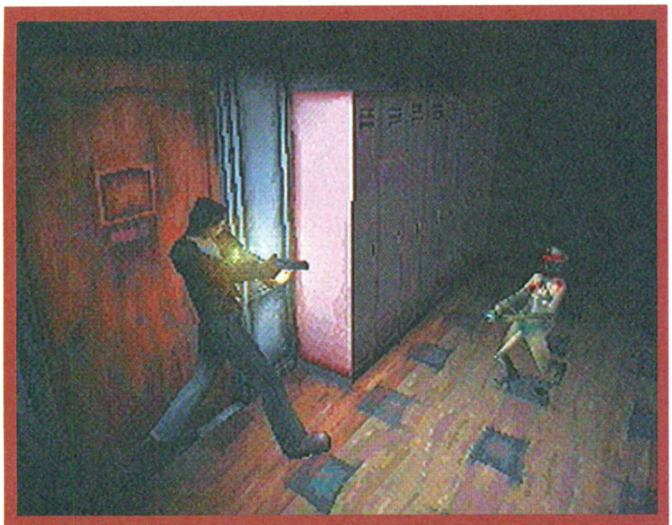
In Silent Bomber, an exciting and straightforward action game with minimal story, you simply blast your way through levels by placing or throwing bombs at enemies. It doesn't have the depth of Syphon Filter 2, but gamers looking for a fun action title that's easy to pick up and play will be well-served by this amusing time-killer.

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

Publisher: Bandai
2 players
ESRB: Teen
Reviewed in *GamePro:* 4/00

Silent Hill

A shameless but slick Resident Evil clone, Silent Hill serves up scare after scare, delivering a challenging, nicely designed adventure with engaging puzzles. The story has you search for your missing daughter in a zombie-infested town, but the gameplay is all RE...which makes it a big temptation for RE fans.



Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.5

Publisher: Konami
1 player
ESRB: Mature
Reviewed in *GamePro:* 4/99

Silhouette Mirage

Treasure, the developer of beloved 16-bit classics Dynamite Headdy and Gunstar Heroes, goes 32-bit with Silhouette Mirage, its latest 2D side-scrolling action-shooter. Playing as a "messenger of justice," you blast through gigantic colorful levels, utilize various awesome power-ups (called parasites), and battle gigantic bosses.

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.5	4.0

Publisher: Working Designs
1 player
ESRB: Everyone
Reviewed in *GamePro:* Not Reviewed

Skullmonkeys

Backed by the visual force of claymation, Skullmonkeys delivers strikingly eye-popping graphics. Unfortunately, the gameplay falls short as its platform-hopping action offers nothing new to this seriously worn genre. If you're still into side-scrollers, it might be worth renting; otherwise, playing with Play-Doh offers more fun.

Graphics	Sound	Control	Fun Factor
4.5	2.5	3.5	3.0

Publisher: Electronic Arts
1 player
ESRB: Everyone
Reviewed in *GamePro:* 3/98

Small Soldiers

In the movie, toy action figures battle on Earth. In the game, the war takes place in an alien dimension where the toys are real creatures. Small Soldiers packs an intriguing story line and enough levels, hidden objects, and weapons to stand out from the rest of the 3D action/adventure pack. You'll find a lot of shoot-em-up fun.

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

Publisher: Electronic Arts
2 players
ESRB: Teen
Reviewed in *GamePro*: 12/98

Soul of the Samurai

Soul of the Samurai delivers lively samurai-slashing action with a compelling tale set in ancient Japan. The combat is fast, furious, and frequent with successful swordplay depending on technique and fast button-pressing. Two characters with two intertwined story lines bump up the replayability.

Publisher: Konami
1 player
ESRB: Mature
Reviewed in *GamePro*: 9/99

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.5	5.0

Spawn: The Eternal

It could have been so awesome, but Spawn: The Eternal is an example of how not to make an action game. Playing as Spawn, you lumber through several ugly levels and beat down thugs with a very limited number of special moves. Complete with lame sounds and awful controls, this game deserves eternal damnation.

Graphics	Sound	Control	Fun Factor
3.5	2.5	2.5	2.0

Publisher: Sony
1 player
ESRB: Teen
Reviewed in *GamePro*: 2/98

Spec Ops: Stealth Patrol

Spec Ops offers semi-realistic shooting action for commando wannabes as they lead a squad of Army Rangers on missions in locales such as Vietnam and Siberia. Except for rockin' sounds, its graphics, gameplay, and control are decent at best. With a crazy $9.99 price tag, though, shooter fans should check it out.

Graphics	Sound	Control	Fun Factor
3.5	4.5	3.5	3.5

Publisher: Take 2 Interactive
2 players
ESRB: Teen
Reviewed in *GamePro*: 8/00

Spider-Man

There have been several Spider-Man games over the years, but this excellent adventure wins the award for most vicarious. More than any of its predecessors, this Spidey lets you feel what it's like to be in Peter Parker's tights. Only some swishy camera work keeps this title from flying as high as it can.

Publisher: Activision
1 player
ESRB: Everyone
Reviewed in *GamePro*: 9/00

Graphics	Sound	Control	Fun Factor
4.5	4.0	4.0	4.5

Spyro the Dragon

Spyro is one of those recognizable PlayStation mascots—he's right up there with Crash Bandicoot—and this game started the little dragon's claim to fame. As long as you enjoy exploration-based platform gaming and can stomach its syrupy cuteness, Spyro has the chops to hang with any action/platform game out there.

Graphics	Sound	Control	Fun Factor
5.0	4.5	5.0	4.0

Publisher: Sony
1 player
ESRB: Everyone
Reviewed in *GamePro*: 11/98

Spyro 2: Ripto's Rage

Great action/platform games need fluid graphics, tight controls, atmospheric effects, smooth tunes, and challenging, yet attainable, goals. Spyro 2 has all these in spades. Once you get over its cute exterior, you'll find that Spyro 2 packs firepower with a more diverse gaming experience and larger worlds to explore.

Graphics	Sound	Control	Fun Factor
5.0	5.0	4.5	4.5

Publisher: Sony
1 player
ESRB: Everyone
Reviewed in *GamePro*: 12/99

Spyro: Year of the Dragon

The third Spyro game, Year of the Dragon, features the familiar platform-hopping, bad-guy toasting action of previous titles, but new gameplay elements kick it over the rainbow. Complete with extra playable characters, a ton of mini-games, and bigger areas, Year of the Dragon is the best Spyro adventure yet.

Publisher: Sony
1 player
ESRB: Everyone
Reviewed in *GamePro*: 12/00

Graphics	Sound	Control	Fun Factor
5.0	4.5	5.0	5.0

Star Wars Episode I: Jedi Power Battles

LucasArts goes old-school with Power Battles' nostalgic hack-n-slash action. After a slow, frustrating start, Jedi picks up speed halfway through and adds some variety. Cumbersome controls and excessive platform jumping still drag it down now and then, but if you're patient enough to handle that, Jedi delivers plenty of fun.

Graphics	Sound	Control	Fun Factor
4.0	5.0	3.5	4.0

Publisher: LucasArts
2 players
ESRB: Teen
Reviewed in *GamePro*: 6/00

Star Wars Episode I: The Phantom Menace

You have to be a fan of *Phantom Menace* to enjoy this troublesome adventure game. Like the flick, it has stretches of drudgery and spots of excitement, but, in the end, you'll wish for more Maul. True *Star Wars* fervor will enable you to forgive the graphical glitches and control hassles. Everyone else: You've been warned.

Graphics	Sound	Control	Fun Factor
4.0	4.5	4.0	4.5

Publisher: LucasArts
1 player
ESRB: Teen
Reviewed in *GamePro*: 9/99

Strider 2

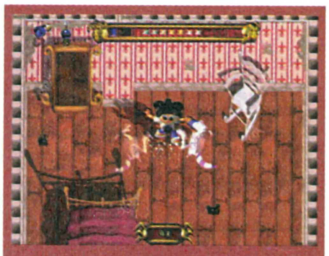
The addictive side-scrolling gameplay, which began in the classic arcade game more than a decade ago, comes home in this sequel. The unfortunate mixture of a relatively short game, slowdown, and some missing moves and power-ups, keep Strider from strutting with style. At the very least, it's a fine rental.

Publisher: Capcom
1 player
ESRB: Everyone
Reviewed in *GamePro*: 6/00

Graphics	Sound	Control	Fun Factor
3.5	3.5	4.5	4.0

Swagman

Zack and Hannah are out to save the world from Swagman and his hordes. Unfortunately, they'll have to do it with a restrictive bird's-eye view, mostly flat graphics, and loose controls, which makes navigating and dodging monsters an overly difficult task. The cutesy repetitive sound effects don't help either. Beware of Swagman.



Graphics	Sound	Control	Fun Factor
2.0	2.5	2.0	2.0

Publisher: Eidos
1 player
ESRB: Kids-to-Adults
Reviewed in *GamePro*: Not Reviewed

Syphon Filter

Playing as operative Gabe Logan, you're charged with eliminating terrorists before they release a deadly virus called Syphon Filter. Once you get past its lame name, Syphon Filter's captivating mix of thrilling spy action, sweet controls, and beautiful visuals catapults it into the ranks of the PlayStation's must-own games.

Graphics	Sound	Control	Fun Factor
5.0	4.5	5.0	5.0

Publisher: 989 Studios
1 player
ESRB: Teen
Reviewed in *GamePro*: 3/99

Syphon Filter 2

No mere carbon copy of the first game, Syphon Filter 2 sizzles with two-player deathmatches, a captivating plot, sleek animation, cinematic music, an improved save system, and much more. If you're looking for the action and excitement of a 007 flick, Syphon Filter 2 is the best the PlayStation has to offer.

Publisher: 989 Studios
2 players
ESRB: Mature
Reviewed in *GamePro*: 4/00

Graphics	Sound	Control	Fun Factor
5.0	5.0	5.0	5.0

T'ai Fu: Wrath of the Tiger

T'ai Fu: Wrath of the Tiger is a schizophrenic product that falls flat on its interface. The excellent audio and fluid animations of this 3D martial arts actioner are offset by awful clipping, questionable level design, and poor collision detection for a truly mediocre experience. Rent or pass on T'ai Fu altogether—this Tiger has no bite.

Graphics	Sound	Control	Fun Factor
3.5	4.0	2.0	3.0

Publisher: Activision
1 player
ESRB: Teen
Reviewed in *GamePro*: 5/99

Team Buddies

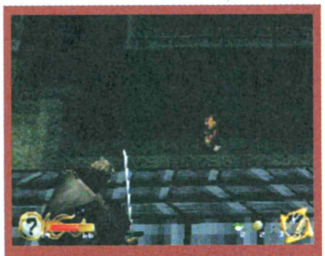
Team Buddies mixes a wealth of genre styles, including team strategy, action, and puzzle gameplay. It's interesting, but there's one slight problem—somebody forgot to make the game fun. Cartoony visuals, grating techno music, and simplistic puzzles add up to...not much. This jack-of-all-trades is a master of none.

Graphics	Sound	Control	Fun Factor
3.0	2.5	4.0	2.5

Publisher: Midway Home Entertainment
2 players
ESRB: Everyone
Reviewed in *GamePro*: 9/00

Tenchu: Stealth Assassins

Enter the world of feudal Japan, where your only friends are your sword and the cover of night. Tenchu: Stealth Assassins offers a Tomb Raider–like experience that mixes action and sneakin' around into an excellent, well-rounded adventure. Lots of cool weapons and tight gameplay make up for blocky graphics.



Graphics	Sound	Control	Fun Factor
3.5	4.0	3.5	4.5

Publisher: Activision
1 player
ESRB: Mature
Reviewed in *GamePro*: 11/98

Tenchu 2: Birth of the Stealth Assassins

Tenchu 2's graphics are cleaner than those of its predecessor, and the fine-tuned fighting engine is more user-friendly, but the fun takes a critical hit from poorly programmed and ludicrously unfair bosses. Patient gamers seeking a worthy challenge will find it here, but the game needs even more fine-tuning.

Publisher: Activision
1 player
ESRB: Mature
Reviewed in *GamePro*: 10/00

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

Tiny Tank

Tiny Tank's challenging and creative mission-based levels deliver fun shooter action and platform-style puzzles. Explosive lighting effects and good camera control are joined by the motor-mouthed mechanical menace himself, who is full of snappy wisecracks. Use a Dual Shock, but avoid the sluggish two-player mode.

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.0	4.5

Publisher: Sony
2 players
ESRB: Teen
Reviewed in *GamePro:* 9/99

Tomba!

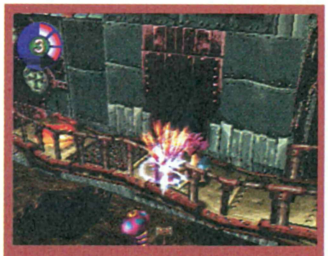
In this topnotch action/platform game from Japan, Tomba, a plucky little cave dude with pink hair, embarks on a heroic adventure to rid his primeval fantasy land of evil pigs. Stellar controls and cartoony graphics outshine the so-so sound, but the gameplay (from Mega Man's creator) is reason enough to, um, pig out.

Graphics	Sound	Control	Fun Factor
4.0	3.0	4.5	4.5

Publisher: Sony
1 player
ESRB: Everyone
Reviewed in *GamePro:* 8/98

Tomba! 2: The Evil Swine Return

Back for a second round of pork pugilism, Tomba must battle the Evil Pigs, who have taken over a continent, which just happens to be the one where Tomba's gal pal Tabby resides. Overhauled 3D graphics, well-thought-out music, and crisp controls help make this Tomba bigger and better than the original.



Graphics	Sound	Control	Fun Factor
5.0	4.0	4.5	4.5

Publisher: Sony
1 player
ESRB: Everyone
Reviewed in *GamePro:* 2/00

Tomb Raider

With outstanding controls and sweet animation, Tomb Raider set a new standard for action/adventure games. Controlling Lara Croft's wide arsenal of moves is a snap, and her smoothly animated polygonal frame is legendary—but, ironically, much of the scenery is flat. Still, thrill seekers should take this adventure.

Graphics	Sound	Control	Fun Factor
5.0	3.5	4.5	4.5

Publisher: Eidos
1 player
ESRB: Teen
Reviewed in *GamePro:* 2/97

Tomb Raider II: Starring Lara Croft

Lara is back for more adventure, this time seeking the fabled Dagger of Xian. The traps here induce far more panic than the original's, the minimalist audio is used sparingly, but effectively, and, of course, Lara's look is killer. Amidst a sea of PlayStation video game sequels, Tomb Raider II ranks as one of the best...ever!

Graphics	Sound	Control	Fun Factor
5.0	5.0	4.0	5.0

Publisher: Eidos
1 player
ESRB: Teen
Reviewed in *GamePro:* 1/98

Tomb Raider III: Adventures of Lara Croft

Lara is charging hard with more excellent puzzle-solving in her third game. Lara looks even better thanks to higher-resolution graphics, plus she can now crawl, dash, and swing on ropes (mastering the new analog controls will require practice). It's plenty challenging—Tomb Raider III will keep you playing for days.

Graphics	Sound	Control	Fun Factor
4.5	3.5	4.0	4.0

Publisher: Eidos
1 player
ESRB: Teen
Reviewed in *GamePro:* 1/99

Tomb Raider: The Last Revelation

After winning the hearts and minds of gamers with her first three titles, Lara Croft returns for a new adventure. Aside from a new story, a couple of new moves, and a few new weapons, Lara is the same. If you're a fan, that's good, while newcomers would do well to see what the hubbub is about.

Graphics	Sound	Control	Fun Factor
3.5	3.0	3.5	4.0

Publisher: Eidos
1 player
ESRB: Teen
Reviewed in *GamePro:* 2/00

Tomorrow Never Dies

Bond's PlayStation debut should be an exciting moment; unfortunately, lousy controls riddle this game with bullet holes. The sounds are topnotch, but slowdown, pop-up, and camera problems interfere with the action regularly, and the targeting system is weak. Gamers have come to expect much more from 007.

Graphics	Sound	Control	Fun Factor
3.5	4.5	2.5	3.5

Publisher: Electronic Arts
1 player
ESRB: Teen
Reviewed in *GamePro*: 1/00

T.R.A.G. Mission of Mercy

T.R.A.G. Mission of Mercy is a cross between Metal Gear Solid and Resident Evil. Trapped inside a high-rise, you'll wander through prerendered backgrounds, defeat enemies, and collect clues. However, T.R.A.G.'s deadly combo of unappealing characters and dull action sequences shoot this game in the foot.

Graphics	Sound	Control	Fun Factor
2.5	2.5	3.5	2.5

Publisher: SunSoft
1 player
ESRB: Teen
Reviewed in *GamePro*: Not Reviewed

Trap Gunner

Set in a dark, corrupt future, Trap Gunner combines stealth and twitch elements into an enjoyable action game. To defeat your enemies, you'll set various traps—ranging from basic mines to poison gas and portable whirlpools—in multilevel arenas. Trap Gunner is a good mix of fighting and real-time strategy.

Graphics	Sound	Control	Fun Factor
4.0	3.5	3.5	4.0

Publisher: Atlus
2 players
ESRB: Everyone
Reviewed in *GamePro*: 10/98

Uprising X

3DO's combat/strategy hybrid gets a lot of things right...and a lot of things wrong. Fortunately, the game succeeds at what matters most—controls, frame rate, and gameplay—which pulls it past its foggy graphics and corny sounds. The game works best as a split-screen multiplayer battle and a weekend rental.

Graphics	Sound	Control	Fun Factor
3.5	3.0	4.0	3.5

Publisher: 3DO
2 players
ESRB: Teen
Reviewed in *GamePro*: 2/99

Vampire Hunter D

In a dark future where mercenaries hunt the remaining vampires that once ruled the earth, Vampire Hunter D sports Resident Evil–style action/adventure gameplay, but with fewer thrills. The graphics are simplistic at best, and the controls can be a nightmare. Despite excellent voices and an intricate story, VHD lacks bite.

Graphics	Sound	Control	Fun Factor
3.5	4.0	3.0	3.5

Publisher: Jaleco
1 player
ESRB: Rating Pending
Reviewed in *GamePro*: 10/00

Xena: Warrior Princess

Lara? Lara who? Xena leaps out of her TV show to provide sword-swingin', chakram-flingin' fun. The fast-paced gameplay mixes brains and brawn over more than 20 levels, giving this princess a lot of replay value. The game offers enough campy fun to overcome its pop-up problems and tricky controls.

Graphics	Sound	Control	Fun Factor
4.0	4.5	4.5	4.5

Publisher: Electronic Arts
1 player
ESRB: Teen
Reviewed in *GamePro*: 11/99

The X-Files

In a story penned by *X-Files* creator Chris Carter (it occurs between seasons five and six), you interact with the show's stars and regulars—and even battle the good ol' black alien oil. The eerie music and easy controls are nice, but the full-motion point-and-click gameplay is static and might, um, alienate some gamers.

Graphics	Sound	Control	Fun Factor
4.5	5.0	4.0	4.0

Publisher: Fox Interactive
1 player
ESRB: Teen
Reviewed in *GamePro*: 1/00

ATV: Quad Power Racing

Unfortunately, four-wheel all-terrain vehicle racing fans won't be captivated much by anything this title offers. The gameplay animation is choppy and rife with weak details and distracting pop-up, while the unrealistic sounds fail to add racing flavor. Throw in loose controls, and you get one game you should race past.

Graphics	Sound	Control	Fun Factor
2.0	2.0	2.0	2.0

Publisher: Acclaim
2 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Bomberman Fantasy Race

Once you get past the cute graphics, this game of "wacky animal racing" is slowed to a dead stop by some deep potholes. The lack of analog control compatibility and clunky steering mechanics are frustrating at best. Several instances of pop-up and slowdown also bring the gameplay from a brisk pace to a sluggish crawl.

Graphics	Sound	Control	Fun Factor
2.5	2.5	2.0	2.0

Publisher: Atlus
2 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

BugRiders: The Race of Kings

Wanna go bug racing? You know, sitting on a flying insect and crossing the finish line first. It's weird, but, as this game proves, different doesn't always mean good. BugRiders is a rail-based racing game, and controlling the bugs is a pain. The visuals are fluid, but the sound is a mixed bag, and, in the end, the game just isn't much fun.

Graphics	Sound	Control	Fun Factor
4.0	3.5	1.5	2.0

Publisher: GT Interactive
2 players
ESRB: Kids-to-Adults
Reviewed in *GamePro*: 1/98

Castrol-Honda Superbike Racing

With a kickass game like Moto Racer 2 in its lineup, you gotta wonder why EA bothered with this accident waiting to happen. It has some appealing features and gameplay, but the weak graphics and sounds bury this racer at the back of the pack. If you're a big fan of the license, it might be worth a rent, but not much more.

Graphics	Sound	Control	Fun Factor
2.5	2.5	4.0	3.0

Publisher: Electronic Arts
2 players
ESRB: Everyone
Reviewed in *GamePro*: 7/99

Chocobo Racing

Mascot racing games are a far cry from Square's mastery of the RPG realms, so it's no surprise that Chocobo Racing eats Crash's dust. While players race characters like Chocobos and Cloud Strife, too much gameplay focuses on weaponry, and the graphics and sound need some gas. For Square completists only.

Graphics	Sound	Control	Fun Factor
3.5	4.0	3.5	3.0

Publisher: Square EA
2 players
ESRB: Everyone
Reviewed in *GamePro*: 9/99

Circuit Breakers

As the sequel to Dare Devil Derby, Circuit Breakers continues the legacy of racing a variety of wacky vehicles in a plethora of outlandish environments. However, due to loose steering, a limited perspective, and annoying music, the game never really gets out of the garage. Only the multiplayer mode proves mildly enjoyable.

Graphics	Sound	Control	Fun Factor
2.5	2.0	2.0	2.0

Publisher: Mindscape
4 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 9/98

Colin McRae Rally

Rally racing is virtually unknown in the States, but Colin McRae Rally gives U.S. racing fans a peek at why Europeans get so pumped for the sport. Its well-polished gameplay, fast frame rate, and helpful co-driver audio feedback will be attractive to hardcore racing fans—even if they don't know who Colin McRae is.

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	4.0

Publisher: Sony
2 players
ESRB: Everyone
Reviewed in *GamePro*: 4/00

Crime Killer

This futuristic action/racer with goth *Robocop*-ish values lets gamers rule with an iron fist, dishing out heavy-handed law enforcement in the year 2115. The fast-paced visuals and screaming sirens are hampered by slightly sluggish controls and a steep learning curve. If you can overlook these problems, it's destructive fun.

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.5	4.0

Publisher: Interplay
2 players
ESRB: Teen
Reviewed in *GamePro*: 9/98

CTR (Crash Team Racing)

Score another one for Crash Bandicoot! Although there are a ton of PlayStation cart racing games, CTR takes the pole position. Its sharp graphics, detailed levels, deep gameplay, variety of weapons, and power-ups—not to mention its instant appeal to gamers of all skills and ages—make it the best of breed.

Publisher: Sony
4 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 12/99

Graphics	Sound	Control	Fun Factor
5.0	4.5	5.0	5.0

Dead in the Water

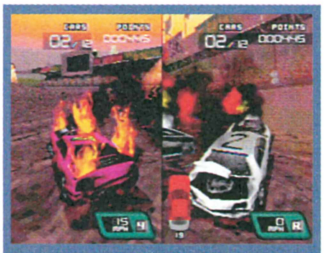
Dead in the Water is a high-speed aquatic destruction derby allowing racers to beat their opponents by being faster or blowing them out of the water by being meaner. Although it may be an alternative for Twisted Metal fans, clunky controls and some instances of slow frame rate leave this game's fun, well, dead in the water.

Graphics	Sound	Control	Fun Factor
2.0	3.0	2.0	2.0

Publisher: ASC Games
2 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Demolition Racer

DR features a realistic, exciting model for vehicle destruction with several levels of damage, from ripped hoods to engine fires to smashed windows. However, muddy visuals, pop-up, funky clipping, and a country-guitar-style soundtrack make it a mixed bag. DR is fun and challenging, but it's no audio/video showpiece.



Graphics	Sound	Control	Fun Factor
3.5	2.5	3.0	4.0

Publisher: Infogrames
2 players
ESRB: Everyone
Reviewed in *GamePro*: 11/99

Destruction Derby Raw

Destruction gives the PlayStation a third lap of fender-bender mayhem with 31 tracks, 17 cars, and several play options. A tight physics engine makes the cars easy to control, and slick graphics provide sweet visuals. The only drawback is a repetitive techno-heavy soundtrack. Raw should keep fans satisfied.

Publisher: Midway Home Entertainment
4 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 11/00

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	4.0

Driver

Driver slams into the PlayStation with some of the hottest cops-and-robbers action this side of Starsky and Hutch as you're an undercover cop infiltrating a crime ring. With the realistic racing physics of Gran Turismo and the action of Destruction Derby, Driver yields an exciting '70s thrill ride for all.

Publisher: GT Interactive
1 player
ESRB: Teen
Reviewed in *GamePro*: 9/99

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.5	4.5

Dukes of Hazzard: Racing for Home

The hit '70s show becomes a mission-based game in which you take the wheel of six cars (including the *General Lee*) to play out plots from the TV series. Careening down the dirt roads is easy, but you're going to want to buckle up for bumpy visuals. Still, Dukes of Hazzard maintains a fun pace with simple gameplay.

Graphics	Sound	Control	Fun Factor
3.5	5.0	4.0	4.0

Publisher: SouthPeak Interactive
2 players
ESRB: Everyone
Reviewed in *GamePro*: 2/00

Foxkids.com Micro Maniacs Racing

MMR has some clean anime-style FMV sequences and racing environments, but the fixed bird's-eye view during a race renders the characters too small and loose controls make it easy to steer off the course unintentionally. The only saving grace is the simple gameplay that is suited more for younger gamers.

Graphics	Sound	Control	Fun Factor
2.5	2.5	2.0	2.0

Publisher: Codemasters
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Gallop Racer

Gallop Racer features solid horse-racing action in Season, Practice, and Vs. modes. Despite the game's detailed options, simulation aspects, and creative Dual Shock controller effects, the flagging frame rate and awful music score maim the fun. Furthermore, the races are just plain boring. For true horse racing fanatics only.

Graphics	Sound	Control	Fun Factor
3.0	2.0	4.0	2.5

Publisher: Tecmo
2 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Gran Turismo

Dusting the competition, Gran Turismo flashes past the finish line with slick controls and stellar gameplay. It's one of the best PlayStation racing sims with 166 real-life cars, ranging from the Honda Civic to the Chevy Corvette. You can even upgrade your cars with a vast multitude of parts. Gran Turismo is a must-buy.

Graphics	Sound	Control	Fun Factor
4.5	4.0	5.0	5.0

Publisher: Sony
2 players
ESRB: Everyone
Reviewed in *GamePro*: 7/98

Gran Turismo 2

While GT2's disappointing graphics won't blow you away, the amazing gameplay will. Look for hundreds of cars from BMW, Dodge, Nissan, and others on 20 new tracks. The vehicles handle with challenging, but engaging, realism, and impeccable controls keep you in the action. Another awesome ride.

Publisher: Sony
2 players
ESRB: Everyone
Reviewed in *GamePro*: 3/00

Graphics	Sound	Control	Fun Factor
3.0	4.5	5.0	5.0

Hot Wheels Turbo Racing

Hot Wheels Turbo Racing celebrates the weightlessness of the ubiquitous Hot Wheels cars in this fast-paced, arcade-style racer. You pilot 40 actual Hot Wheels and race through complex tracks that combine Hot Wheels gear (like rubber loops) with cool environments. It's one of the more exciting arcade racers.

Graphics	Sound	Control	Fun Factor
3.5	4.0	3.0	4.0

Publisher: Electronic Arts
2 players
ESRB: Everyone
Reviewed in *GamePro*: 11/99

Hydro Thunder

Hydro Thunder is an uncomplicated, raucous, arcade-style boat-racing game that's all about fast action. The 13 levels are diverse and full of detail, and the frame rate gives you a sense of great speed. The controls are simple, and the steering isn't overly sensitive. If you like arcade-style racers, don't miss this boat.

Graphics	Sound	Control	Fun Factor
4.0	4.5	4.5	4.0

Publisher: Midway Home Entertainment
2 players
ESRB: Everyone
Reviewed in *GamePro*: 5/00

Jet Moto 3

Jet Moto 3 emerges as a scorching racer with only minor bumps in an otherwise smooth ride. JM3 expands with new stunt courses and a fully 3D landscape. The bikes handle nicely, though not perfectly. Even more in-depth than its predecessors, JM3's cool features and devious level design satisfy indeed.

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.5

Publisher: 989 Studios
2 players
ESRB: Everyone
Reviewed in *GamePro*: 10/99

Killer Loop

In the future, the "magneto-kinetic" vehicles in Killer Loop will replace your gas-powered car. You'll race through eight tracks in your "tripod" vehicle and pick up power-ups (like rockets) to slow your competitors down. Unfortunately, it's not very exciting racing and you'll feel like you've been taken for a ride. Stick with Psygnosis's Rollcage.

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.0	3.0

Publisher: Crave Entertainment
1 player
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Lego Racers

The Lego universe drives into the racing genre with a sadly out-of-tune performance. LR stalls with average visuals and a meager soundtrack, but the details on the cars and drivers are fun to look at. The controls keep this racer on the track and not in the garage—they're easy to learn—but this dragster fails to achieve victory.

Graphics	Sound	Control	Fun Factor
3.0	2.0	4.0	2.5

Publisher: Lego Media
2 players
ESRB: Everyone
Reviewed in *GamePro*: 1/00

Mobil 1 Rally Championship

Here's mud in your eye! You'll pick cars from the likes of Ford and Nissan and hit the road in several modes, such as arcade and championship. The graphics are sharp, sporting a racing-sim look; you'll have to get used to the controls, though, as sliding is prevalent. Rally-racing fans will have a good time.

Graphics	Sound	Control	Fun Factor
4.0	3.0	3.5	4.0

Publisher: Electronic Arts
2 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Motorhead

Simply put, Motorhead has no soul. This is a stripped-down, utilitarian, pretty-boy racer without an emotional connection for the player. There's no charm or personality that might forgive its technical flaws and no reason to get excited about going really fast. In Motorhead's case, less is definitely not more.

Graphics	Sound	Control	Fun Factor
4.5	2.0	3.5	2.5

Publisher: Fox Interactive
2 players
ESRB: Everyone
Reviewed in *GamePro*: 12/98

Muppet Race Mania

With its cute, licensed characters and easy-to-pick-up-and-play interface, Muppet Race Mania is geared toward younger gamers. The game hardly lacks variety with 25 vehicles, 28 circuits to race them on, and 12 play modes. However, seasoned gamers, and non-Muppet fans, may be better off with Crash Team Racing.

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.5	3.5

Publisher: Midway Home Entertainment
2 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Need for Speed III: Hot Pursuit

The best of its series and one of the finest racers on the PlayStation, Need for Speed III: Hot Pursuit roars across the finish line in a brilliant return to its roots. Need's awesome gameplay delivers SF Rush–style action loaded with thrilling jumps, cool shortcuts, and fender benders. It's a game no racing fan should go without.

Graphics	Sound	Control	Fun Factor
5.0	4.5	5.0	4.5

Publisher: Electronic Arts
2 players
ESRB: Everyone
Reviewed in *GamePro*: 5/98

Need for Speed: High Stakes

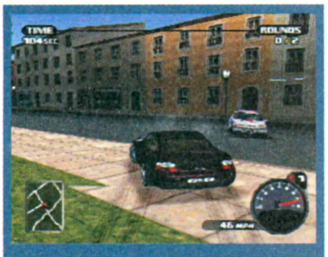
Need for Speed: High Stakes does a great job of responding to Gran Turismo's popularity without becoming just a clone. Between the hot cars and tracks, in-depth Tournament mode, and thrilling cop chases, this excellent racer's got depth and style to spare. It's such a cool game that no one should pass it up.

Graphics	Sound	Control	Fun Factor
5.0	4.5	4.5	5.0

Publisher: Electronic Arts
2 players
ESRB: Everyone
Reviewed in *GamePro*: 5/99

Need for Speed: Porsche Unleashed

PlayStation racing approached peak performance with Gran Turismo 2, and now the system's other top racing series is rolling up to the starting line with Need for Speed: Porsche Unleashed. Porsche fanatics will love it, but if you play NFS for all the cool cars, or if you're still buried in GT2, you should just test drive this one.



Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

Publisher: Electronic Arts
4 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 6/00

Need for Speed V-Rally

Bring your passport because Electronic Arts is taking its popular racing series global with Need for Speed V-Rally. Although it may not be the game for speed freaks, rally enthusiasts will immediately appreciate the depth and details of this well-crafted game. It's worthy of the Need for Speed lineage.

Graphics	Sound	Control	Fun Factor
4.5	3.5	4.0	4.5

Publisher: Electronic Arts
2 players
ESRB: Kids-to-Adults
Reviewed in *GamePro*: 1/98

NGen Racing

With diverse game modes and slick graphics, fighter-jet–based NGen Racing makes a perfect alternative to ground-based racers. If you enjoyed Wipeout or Rollcage, you'll love NGen's innovative control scheme and eye-catching graphics—but remember to observe the seat belt sign at all times.

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

Publisher: Infogrames
2 players
ESRB: Everyone
Reviewed in *GamePro*: 9/00

No Fear Downhill Mountain Bike Racing

Like Sled Storm before it, No Fear Downhill Mountain Bike Racing delivers original, unexpectedly exciting racing. If you're a fiend-for-speed looking for a change from the slew of car-racing games, No Fear has the thrills to get your adrenaline pumping. It's too flawed to be a hit, but it's too good to be ignored.

Graphics	Sound	Control	Fun Factor
3.5	4.0	4.0	4.0

Publisher: Codemasters
2 players
ESRB: Everyone
Reviewed in *GamePro*: 12/99

Polaris Sno Cross

Polaris Sno Cross features tons of snow-sled racing division action. Gameplay suffers from some heavy pop-up, a lack of analog compatibility for smoother control, and the fact that you can easily fall off your sled. Sled Storm veterans won't find anything appealing in this game, but it's still an easy-to-play rental.

Graphics	Sound	Control	Fun Factor
2.0	2.0	2.5	2.5

Publisher: Vatical
4 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: NR

R4: Ridge Racer Type 4

A cross between arcade and sim, R4 speeds through eight tracks that test your driving skills. There are over 300 cars (counting all team variations and paint jobs) to choose from. Clean visuals and solid controls offer fast thrills, but the disappointing two-player mode hurts the replay value. Still, it's an adequate racer.

Graphics	Sound	Control	Fun Factor
5.0	3.5	4.5	4.0

Publisher: Namco
2 players
ESRB: Everyone
Reviewed in *GamePro*: 5/99

Rally Cross 2

Much improved from its predecessor, Rally Cross 2 features better handling and the ability to tune a car to your own specifications. Plus, there's a track editor you can use to make your own off-road track. Overall, it's a decent racer with tracks that are filled with clever shortcuts and cool weather effects.

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	4.0

Publisher: 989 Studios
2 players
ESRB: Everyone
Reviewed in *GamePro*: 1/99

Ray Tracers

The simple concept of Ray Tracers is to drive fast and ram into everything on the road. You choose from four cars to race on six courses. After a few rounds, however, gameplay quickly becomes monotonous. Not even the sharp graphics and tight controls can save this speedster from a low Fun Factor score.

Graphics	Sound	Control	Fun Factor
4.0	3.0	4.0	2.5

Publisher: THQ
1 player
ESRB: Kids to Adults
Reviewed in *GamePro*: 1/98

RC Revenge

RC Revenge is another addition to the RC racing genre on the PlayStation. Unfortunately, the gameplay suffers from weapon power-up imbalances, overly loose controls and physics, and the lack of a directional arrow to make navigation through the course possible, placing this game well away from a high-scoring position.

Graphics	Sound	Control	Fun Factor
2.0	2.5	2.0	2.0

Publisher: Acclaim
2 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Renegade Racers

Renegade Racers will have you battling other boats to the finish line with its easy gameplay, clean graphics, and arsenal of deadly weapons. Unfortunately, its easy tracks and somewhat overly difficult and frustrating arcade mode may limit Renegade Racers to a big splash in the rental arena only.

Graphics	Sound	Control	Fun Factor
3.0	2.5	3.0	3.0

Publisher: Interplay
8 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Re-Volt

The world of Radio Control Car racing is brought to the PlayStation by Acclaim with "true RC physics." Re-Volt's variety of modes may be of some interest to diehard RC Car fans, but the weak graphics, pounding techno music, and simple tracks will fizzle out the batteries of the average gamer very quickly.

Graphics	Sound	Control	Fun Factor
2.5	3.0	2.5	2.5

Publisher: Acclaim
2 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Road Rash 3D

This popular motorcycle racer speeds to the PlayStation with intense gameplay. Choose a gang to ride with, each with their own attitude and bike, then thrash the roads and rivals with punches, kicks, and hard-hitting weapons on 32 interconnected tracks. Expect only white-knuckle racing and outrageous bike-based combat.

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	5.0

Publisher: Electronic Arts
1 player
ESRB: Teen
Reviewed in *GamePro*: 8/98

Road Rash Jailbreak

Continuing the motorcycle melee that's made this series so fun, Road Rash Jailbreak emphasizes more arcade-style dynamics, which enables easier bike handling than before. Combat-heavy action fills the game, while a clean frame rate and over-the-top sound effects help deliver a high-octane rumble.

Publisher: Electronic Arts
2 players
ESRB: Teen
Reviewed in *GamePro*: 3/00

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.0	4.5

Roadsters

Some drivers gotta drive every car and race every track. That would be the reason you'd take on Roadsters, an average racing game with decent challenge, but uninspiring graphics and sound. You do get to wheel slick, open-top, two-seaters from big Euro automakers, including Fiat, Lotus, Alfa Romeo, and Renault.

Graphics	Sound	Control	Fun Factor
3.0	3.0	3.0	3.5

Publisher: Titus
2 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Rogue Trip: Vacation 2012

Equip your vehicle with high-powered weaponry, then go out and destroy your fellow auto mercenaries. Multiplayer havoc is a guaranteed success, and the single-player mode offers a fine ride as well. Although the graphics aren't sharp, controlling your car is simple. Take out your road rage with Rogue Trip.

Graphics	Sound	Control	Fun Factor
3.5	4.0	4.5	4.0

Publisher: GT Interactive
4 players (with link cable)
ESRB: Teen
Reviewed in *GamePro*: 11/98

Rollcage

Rollcage is a futuristic combat racer that brings style and substance to the race track. Besides being equipped with a load of weapons, vehicles can drive on the ceiling and perform corkscrew flips off curved walls. The standard fare of slick visuals and techno music mix well with the intense battles on the tracks.

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.5	4.5

Publisher: Psygnosis
2 players
ESRB: Everyone
Reviewed in *GamePro*: 4/99

Rollcage Stage II

Fans of the first Rollcage won't be disappointed with this fast-paced speedster. The sequel brings new game modes, cars, and tracks, along with an extremely high frame rate. The sound is unimpressive, however, and taming your vehicle is tough. Nevertheless, Stage II delivers a stomach-churning ride.

Graphics	Sound	Control	Fun Factor
4.5	3.5	4.0	4.0

Publisher: Midway Home Entertainment
2 players
ESRB: Everyone
Reviewed in *GamePro*: 4/00

Runabout-2

Vehicular mayhem takes on a new definition as Runabout-2 enables you to drive a whole roster of autos in 13 sprawling environments where slamming into fences, cars, and other obstacles is the norm. Forget about the average graphics and sound—it's the frenetic gameplay that will appeal to the reckless driver. Give it a run.

Graphics	Sound	Control	Fun Factor
3.5	3.0	4.0	4.0

Publisher: Hot-B
1 player
ESRB: Teen
Reviewed in *GamePro*: 6/00

San Francisco Rush Extreme Racing

San Francisco Rush is one of the worst arcade ports for the 32-bit PlayStation system. Complete with botched visuals, twitchy controls, anemic sounds, and a completely inaccurate physics model, this is an all-around disgraceful disc. Don't buy this disappointment for the name—it isn't the Rush you know and love.

Graphics	Sound	Control	Fun Factor
1.5	2.0	2.5	2.0

Publisher: Midway Home Entertainment
2 players
ESRB: Everyone
Reviewed in *GamePro:* 6/98

S.C.A.R.S

S.C.A.R.S's impressive features make it stand apart from the rest of the combat racing pack. With nine futuristic vehicles (modeled after wild animals, no less), nine tracks, and an assortment of dynamic weapons, S.C.A.R.S is complemented by excellent visuals and an unimposing, but satisfying, soundtrack.

Graphics	Sound	Control	Fun Factor
4.5	3.5	4.0	4.0

Publisher: Ubi Soft
4 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro:* 11/98

Sled Storm

Sled Storm should draw a crowd with its surprisingly fun, extreme-sports action. Racing on well-designed courses packed with jumps and shortcuts, you'll marvel at the snowmobile controls that feel like the real thing. Add in impressive graphics and sound, and you have a wintry winner.

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.5	4.0

Publisher: Electronic Arts
4 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro:* 9/99

Sno Cross Championship Racing

If you're looking for arcade-style racing similar to EA's Sled Storm, you'll be sorely disappointed with Sno Cross Championship Racing. It's a challenge to control your ride as sleds tend to slip-n-slide frequently, while pop-up, fog, and popcorn-looking snow stall the graphics. Sno Cross ultimately goes sno-where.

Graphics	Sound	Control	Fun Factor
3.0	3.5	3.0	3.0

Publisher: Crave
2 players
ESRB: Everyone
Reviewed in *GamePro:* 10/00

South Park Rally

There are some cartoons that shouldn't be made into video racing games, and South Park Rally is all of them. While the tacky graphics remain loyal to the series, unresponsive controls, repetitive sound effects, and nonexistent music quickly add up to a dreadful racing experience. This Rally never really starts at all.

Graphics	Sound	Control	Fun Factor
2.0	2.0	2.0	1.5

Publisher: Acclaim
2 players
ESRB: Mature
Reviewed in *GamePro:* Not Reviewed

Speed Punks

In Speed Punks, you'll race as one of six young racers on 12 imaginative tracks, including a carnival and lava-belching volcano. Although the game boasts vibrant courses and whimsical power-ups, the mushy vehicle handling, cheesy weapon balance, and subpar audio nearly ruin the experience. Rental-only material.

Graphics	Sound	Control	Fun Factor
4.0	3.5	3.5	4.0

Publisher: Sony
4 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro:* 6/00

Speed Racer

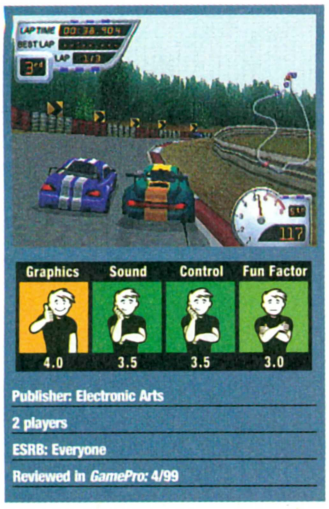
Based on the popular retro cartoon, Speed Racer is an average fast-paced racer that doesn't break any new barriers. Competing as Speed in the gadget-filled Mach 5, you unlock hidden cars and levels depending on your performance. This novel racing idea is marred by stale graphics and dull sounds. No, Speed Racer, no.

Graphics	Sound	Control	Fun Factor
3.0	2.0	4.0	3.0

Publisher: Jaleco
1 player
ESRB: Teen
Reviewed in *GamePro:* 5/98

Sports Car GT

Sports Car GT would desperately like to be another Gran Turismo, but the game's limited car selection and other subpar elements can't steer it out of the rental-only lot. Featuring bland graphics and sound, Sports Car GT offers a moderate selection of cars—from the Vector M-12 to the Mustang—and three modes of play.



Graphics	Sound	Control	Fun Factor
4.0	3.5	3.5	3.0

Publisher: Electronic Arts
2 players
ESRB: Everyone
Reviewed in *GamePro*: 4/99

Streak

Streak is a hoverboard (a surfboard/skateboard/snowboard hybrid) racing game with 12 excellent twisty tracks, challenging A.I., and plenty of opportunity to bust wild tricks. Streak won't turn your world upside down, but it does stand out in an increasingly crowded genre with its cool, addictive fantasy racing.

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.5	4.0

Publisher: GT Interactive
4 players (with link cable)
ESRB: Everyone
Reviewed in *GamePro*: 12/98

Team Losi RC Racer

A radio-controlled–style racing game, Team Losi's fast pace, hidden secrets, and cool controls can't overcome its strikingly low replay value. You can race on 15 tracks (plus eight bonus ones), but each time a tough track appears, a strong new car is released that can easily whip it. Losi is an evening rental at best.

Graphics	Sound	Control	Fun Factor
3.5	3.0	4.0	2.0

Publisher: Fox Interactive
2 players
ESRB: Everyone
Reviewed in *GamePro*: 10/98

Test Drive 4

Test Drive 4 features a giant selection of glorious cars that can be put to the test on several cleverly designed tracks. TD4 verges on perfection at every turn, but it never quite takes the trophy. Complete with stunning graphics, engaging sounds, and pinpoint controls, TD4 is a solid racer that delivers the goods.

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.0	4.5

Publisher: Accolade
2 players
ESRB: Kids-to-Adults
Reviewed in *GamePro*: 12/97

Test Drive 5

If you've mastered Gran Turismo and Need for Speed, Test Drive 5 is a redoubtable third-place challenge. Racing a cool selection of vintage muscle cars, you'll burn rubber on 17 courses and in diverse modes. You can even play cop and pull over speeders. For a rowdy, action-packed ride, give TD5 a spin.

Graphics	Sound	Control	Fun Factor
4.5	3.5	4.0	4.5

Publisher: Accolade
2 players
ESRB: Everyone
Reviewed in *GamePro*: 12/98

Test Drive 6

Test Drive 6 lacks the diligent A.I. and sharp graphics of its predecessor and will ultimately interest only diehard series fans. You can sit behind the wheel of 36 classic and contemporary street machines and speed through several play modes, including Cop Chase. Considering TD5's strengths, this Drive is a letdown.

Graphics	Sound	Control	Fun Factor
3.0	4.0	4.0	3.5

Publisher: Infogrames
2 players
ESRB: Everyone
Reviewed in *GamePro*: 1/00

Test Drive Off-Road 3

Despite an unparalleled selection of rides, this third Test Drive Off-Road stays mired in the mud. Gameplay is more of an exercise in frustration than fun, as the cars have a bouncy feel and tend to get stuck on weird obstacles. Sharp graphics earn it some redemption, but few gamers will enjoy this experience.

Graphics	Sound	Control	Fun Factor
4.5	4.5	3.0	3.0

Publisher: Infogrames
2 players
ESRB: Everyone
Reviewed in *GamePro*: 12/99

TOCA Racing

TOCA Touring Car Championship stalls at the starting line, offering nothing new to the genre. The graphics are outdated, and even the analog-supported controls don't help. TOCA's only achievement is its realistic sound effects. All in all, when compared to other quality racers for the PlayStation, TOCA just can't keep up.

Graphics	Sound	Control	Fun Factor
2.5	3.5	2.0	2.5

Publisher: 3DO
2 players
ESRB: Everyone
Reviewed in *GamePro*: 10/98

Touring Car Challenge: TOCA 2

This second installment in the "TOCA Racing" series is even more dated than the first. Despite the novelty of extra camera views, the graphics are still choppy and the controls are painfully sluggish. Some of the sound effects are intense, but the crowd cheers and jeers are annoying. TOCA 2 is still poor compared to other games.

Graphics	Sound	Control	Fun Factor
2.0	3.0	1.5	2.0

Publisher: Codemasters
2 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Turbo Prop Racing

Turbo Prop Racing's terrible graphics and controls sink this loser to unrecoverable depths. The premise is straight-up racing with speedboats, but lousy graphics mean the courses don't even resemble waterways, and the overly sensitive controls send the frustration level soaring. Run, don't walk, for the life preservers.

Graphics	Sound	Control	Fun Factor
1.0	3.0	1.5	2.0

Publisher: Sony
2 players
ESRB: Everyone
Reviewed in *GamePro*: 9/98

Twisted Metal 2

Twisted Metal 2 looks and plays better than its predecessor, with intense bump-and-jump vehicle combat that makes it a top driving title. It's the same game of last-car-standing as in the first TM, though it adds new vehicles and an international flavor. However, the game is marred by weak graphics and big pixels galore.

Graphics	Sound	Control	Fun Factor
3.5	4.5	4.5	5.0

Publisher: Sony
2 players
ESRB: Teen
Reviewed in *GamePro*: 1/97

Twisted Metal III

This third installment in the classic car-combat series proves itself with a solid physics foundation, excellent level design, and bumper-to-bumper excitement. Although the graphics are too low-res, TM3 avoids a lot of mistakes by putting gameplay and fast frame rate over flash, which adds up to a worthy entry in the series.

Graphics	Sound	Control	Fun Factor
4.0	4.5	4.5	4.5

Publisher: 989 Studios
4 players (with multitap)
ESRB: Teen
Reviewed in *GamePro*: 1/99

Twisted Metal 4

Faster, harder, and just a little bit scarier, Twisted Metal 4 still puts the "car" in "carnage." Although competition from the front-running Vigilante 8 series steals some of TM4's luster, the clever levels, multiplayer madness, revamped and impressive graphics, and custom car creation make it a high-caliber game.

Publisher: 989 Studios
4 players (with multitap)
ESRB: Teen
Reviewed in *GamePro*: 1/00

Graphics	Sound	Control	Fun Factor
4.5	3.5	3.5	4.0

Tyco R/C: Assault with a Battery

Tyco R/C tries to bring the action of remote-control racing to the Playstation, but unfortunately, the nauseating camera angles, boxy graphics, uninspiring sound effects, distracting music, and sluggish game controls zap the voltage out of the gameplay. Even the staunchest car fans will want only a test-drive rental with this game.

Graphics	Sound	Control	Fun Factor
2.0	2.0	2.5	2.5

Publisher: Mattel Interactive
2 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Vigilante 8

In its day, the first Vigilante 8 gave the Twisted Metal series a run for its money, but faulty controls ground it to a halt. Its sweet graphics and huge levels just purr, but tight maneuvering is too tricky and you'll frequently get gridlocked in corners or on inclines. V8 is no lemon, but it does get parked in the car-combat "B" lot.

Graphics	Sound	Control	Fun Factor
4.5	4.0	3.0	4.0

Publisher: Activision
2 players
ESRB: Teen
Reviewed in *GamePro*: 8/98

Vigilante 8: 2nd Offense

Move over, Sweet Tooth! Vigilante 8: 2nd Offense roars onto the PlayStation with enough gameplay firepower to best Twisted Metal 4 at its own game. While the graphics don't measure up to TM4's, the sweet controls, frantic firefights, slick levels, and groovy funk music pour on enough power to earn the combat-racing crown.

Graphics	Sound	Control	Fun Factor
4.0	5.0	4.5	4.5

Publisher: Activision
2 players
ESRB: Teen
Reviewed in *GamePro*: 2/00

V-Rally 2: Need for Speed

Rally realism is the goal of this game, but its attempt at "realistic" rally car racing may place this game last with most players. The analog controls are too loose, leaving steering best done with the directional pad. The songs are more the length of sound bites and not too inspirational either. Overall, it's more frustrating than fun.

Graphics	Sound	Control	Fun Factor
2.5	2.5	2.5	2.5

Publisher: Electronic Arts
2 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

VR Sports Powerboat Racing

Despite its potential for glory, Powerboat Racing springs enough small leaks that it finishes as merely a decent racing game. The game scores well on the features side, delivering a bevy of play modes and some fairly intense action. However, all-too-touchy controls and choppy graphics are huge problems.

Graphics	Sound	Control	Fun Factor
3.5	2.0	3.5	3.5

Publisher: Interplay
2 players
ESRB: Everyone
Reviewed in *GamePro*: 5/98

Walt Disney World Quest: Magical Racing Tour

Kart racing games have been done to death, and this Walt Disney World version—which takes you through all the attractions at Disney's cash cow—adds nothing notable to the genre. It's derivative in every respect, so there's no reason to play it unless you live for kart racing. Otherwise, it comes off like a $40 Disney commercial.

Graphics	Sound	Control	Fun Factor
4.0	3.5	3.5	3.5

Publisher: Eidos
2 players
ESRB: Everyone
Reviewed in *GamePro*: 5/00

Wipeout 3

Packed with stylish hovercraft action on sick tracks loaded with dizzying jumps and turns, Wipeout 3 is the best futuristic racing game ever to blaze onto the PlayStation. Its rocketlike frame rate, smooth graphics, and kick-ass soundtrack make it a must-have game for those with a passion for fast, furious fun.

Graphics	Sound	Control	Fun Factor
5.0	5.0	5.0	5.0

Publisher: Psygnosis
2 players
ESRB: Everyone
Reviewed in *GamePro*: 11/99

Wreckin' Crew

Combine hot rods, weapons, and race tracks located around the world, and the gear-bustin' concept of Wreckin' Crew is born. However, the gameplay, sound, and graphics are bland; the controls aren't intuitive; and some pop-up and disorienting camera angles hinder the gameplay, steering this racing game to a dead end.

Graphics	Sound	Control	Fun Factor
2.0	2.0	2.0	2.0

Publisher: Telstar Electronic Studios
2 players
ESRB: Teen
Reviewed in *GamePro*: Not Reviewed

REVIEWS

FIGHTING

Bio F.R.E.A.K.S.

Bio F.R.E.A.K.S.'s futuristic freak-factor makes it worth renting just for the sheer pleasure of experiencing things like destroying your opponent while fighting with one arm. Despite this cool premise, Bio is surely overshadowed by other solid PlayStation arena-based fighting games such as Bloody Roar and Tekken 3.

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.5	3.5

Publisher: Midway Home Entertainment
2 players
ESRB: Mature
Reviewed in *GamePro*: 7/98

Bloody Roar

Bloody Roar is an extremely fast and well-made fighting game featuring a Transform feature that turns you into an animal alter ego, such as a tiger, gorilla, lion, or boar. Roar is fast and easy to play, and the title doesn't lie—Bloody Roar is bloody good fun. Roar may have been the sleeper fighting-game hit of that year.

Graphics	Sound	Control	Fun Factor
4.5	4.0	5.0	5.0

Publisher: Sony
2 players
ESRB: Teen
Reviewed in *GamePro*: 4/98

Bloody Roar II

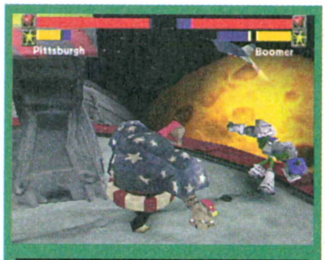
Bloody Roar II improves on the original, using much smoother and more realistic graphics. Special moves look snappier, combos are slicker, and the backgrounds are eye-catching. Better than a lot of wannabes, Bloody Roar II is a great fighter for sharpening your fangs on—and one of the best available for the PlayStation.

Graphics	Sound	Control	Fun Factor
4.5	4.0	4.5	5.0

Publisher: Sony
2 players
ESRB: Teen
Reviewed in *GamePro*: 6/99

Boom Bots

Boom Bots is an interesting arena-based fighting game that nails the presentation and mood, but falls back a bit on the execution. Boom Bots' humor and fun character design will keep you happy for a little while, but its lack of real variety in the gameplay will definitely limit this game's shelf life. Boom Bots is fun while it lasts.



Graphics	Sound	Control	Fun Factor
4.0	4.5	3.5	4.0

Publisher: SouthPeak Interactive
2 players
ESRB: Teen
Reviewed in *GamePro*: Not Reviewed

Bushido Blade

SquareSoft is branching out from RPGs and into the fighting arena once again with sword slasher Bushido Blade. If you're into a thoughtful, slower-paced fighting game, then Bushido Blade is for you. But if you prefer a few combos with your fisticuffs, you'll probably find this fighting game a barrel full of blah.

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.0	3.5

Publisher: Sony
2 players
ESRB: Teen
Reviewed in *GamePro*: 11/97

Bushido Blade 2

Bushido Blade 2 is a solid sword-fighting game that challenges gamers to hone their technique, not just slice and dice. The story mode goes flat after giving up its secrets too soon, though. If you prefer mastering techniques to just chopping foes into bits, BB2 offers awesome action and challenging long-term swordplay.

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

Publisher: Square EA
2 players
ESRB: Teen
Reviewed in *GamePro*: 12/98

Cardinal Syn

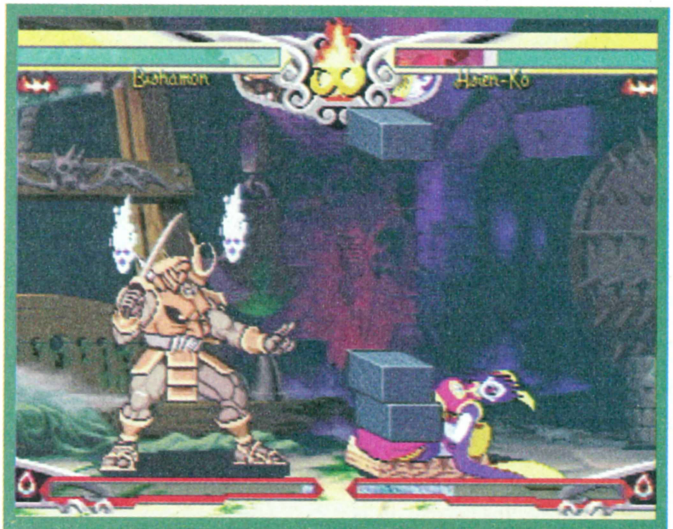
Cardinal Syn is a shallow fighting game without extensive combos and with backgrounds and camera angles that hinder the action. For seasoned fighters, Syn lacks the special flavor of other weapons-based fighting games, such as Soul Blade or even Dynasty Warriors. The Syn committed in this game is simple: mediocrity.

Graphics	Sound	Control	Fun Factor
4.0	3.5	3.5	3.0

Publisher: Sony
2 players
ESRB: Mature
Reviewed in *GamePro*: 7/98

Darkstalkers 3

Capcom continues its recent streak of winning fighting games with Darkstalkers 3, another derivative of the tried-and-true Street Fighter game engine. DS3 is a welcome presence for fans of the series, but those of you looking for more diverse gameplay may want to stick to Tekken 3 or Soul Blade.



Graphics	Sound	Control	Fun Factor
4.0	4.5	4.0	4.0

Publisher: Capcom
2 players
ESRB: Teen
Reviewed in *GamePro*: 1/99

Dead Or Alive

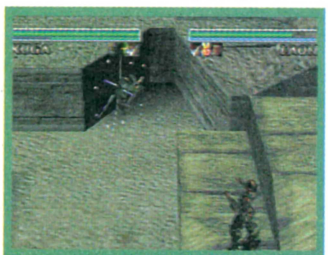
Dead or Alive goes for the speed and style of Virtua Fighter 2, but it also adds other components like explosive ringouts, air juggles, and small combos. Because of good, sparse graphics, speedy gameplay, and easy-to-learn moves and techniques, Dead or Alive is a fine game for players who want a break from Tekken.

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.0	4.0

Publisher: Tecmo
2 players
ESRB: Teen
Reviewed in *GamePro*: 5/98

Destrega

Destrega pits you against a single opponent in a wide-open environment as you hurl projectiles or square off in hand-to-hand combat. With multiple game modes and a deep story line, Destrega has more than enough depth to satisfy. Its sheer ambition pulls it above its weaknesses to become a great game.



Graphics	Sound	Control	Fun Factor
4.5	4.0	3.5	4.5

Publisher: Koei
2 players
ESRB: Teen
Reviewed in *GamePro*: 1/99

Dragon Ball GT: Final Bout

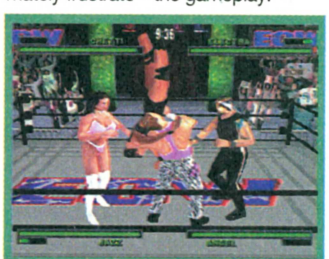
Riding on Dragon Ball Z's strong presence in Japan and growing popularity in the U.S., Bandai brings the DBZ fighting craze home with Dragon Ball GT: Final Bout. Unfortunately, awful control, bad sound, and subpar graphics make GT look more like an anime collector's item than a real fighting game.

Graphics	Sound	Control	Fun Factor
3.5	3.0	3.0	3.0

Publisher: Bandai
2 players
ESRB: Kids-to-Adults
Reviewed in *GamePro*: 12/97

ECW Anarchy Rulz

The ECW is back in "Anarchy Rulz." Unfortunately, the only things that "rulz" in this game are poor graphics, weak sounds, and loose controls. The crowds, arenas, and wrestlers' bodies look deformed, the commentary is late on reporting the real-time action, and loose controls slow down—and ultimately frustrate—the gameplay.



Graphics	Sound	Control	Fun Factor
2.0	2.0	2.0	2.0

Publisher: Acclaim
4 players (with multitap)
ESRB: Teen
Reviewed in *GamePro*: Not Reviewed

ECW Hardcore Revolution

Acclaim modified the WWF Attitude engine to fit the ECW image. Sadly, Hardcore doesn't have Attitude's superstar power. Hardcore packs 20 game modes and 60 ECW wrestlers. Graphics are mediocre and the wrestlers' grunts become repetitive, but the controls are easy to use. It's Attitude with a new name.

Graphics	Sound	Control	Fun Factor
3.0	3.0	4.0	3.5

Publisher: Acclaim
4 players (with multitap)
ESRB: Mature
Reviewed in *GamePro*: 4/00

Ehrgeiz

Ehrgeiz is a hybrid fighting game with mini-games crammed into it. Lots of grabs, counters, and mini-combos dominate a basic fighting structure, while the characters range from weird to wild. There's also an RPG mode, which is fun because it contains spells, weapons, and more. Ehrgeiz is a fighter worth playing.

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.5	3.5

Publisher: SquareSoft
2 players
ESRB: Teen
Reviewed in *GamePro*: 6/99

Evil Zone

Just when games like Rival Schools and Soul Blade revive some faith in the fighting genre, something like Evil Zone appears. Filled with silly-looking fighters, simplistic play mechanics, and some of the dumbest dialogue ever recorded for a fighting game, Evil Zone is a frighteningly unappealing fight test. Quite Evil, indeed.

Graphics	Sound	Control	Fun Factor
2.0	1.5	3.0	1.0

Publisher: Titus
2 players
ESRB: Teen
Reviewed in *GamePro*: Not Reviewed

Fatal Fury: Wild Ambition

With familiar characters from the SNK universe, FFWA offers an interesting new 3D twist. Unfortunately, the aging PlayStation's graphic power makes this game less than stunning. The characters, moves, and game engine will be all too familiar to fight fans. Ultimately, FFWA doesn't offer the necessary eye candy or depth.

Graphics	Sound	Control	Fun Factor
3.5	3.0	4.0	3.5

Publisher: SNK
2 players
ESRB: Teen
Reviewed in *GamePro*: Not Reviewed

Gekido: Urban Fighters

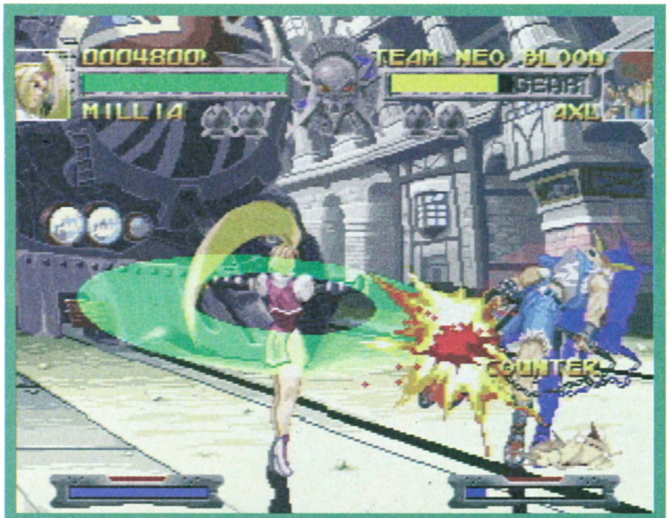
Gekido tries to resurrect the old-school arcade beat-em-up. Sadly, the only thing this game raises is your aggravation level. Gekido has very little story, with choppy character animation, awful collision, and annoying grunts for sound effects that cover up the tunes by Fatboy Slim and Apartment 26. Skip this one.

Graphics	Sound	Control	Fun Factor
2.5	3.0	2.0	2.5

Publisher: Interplay
4 players (with multitap)
ESRB: Teen
Reviewed in *GamePro*: 7/00

Guilty Gear

Guilty Gear's environments borrow from every spinoff of the Street Fighter series. The combatants are all archetypes as well, so you'll find nothing new here. All in all, Guilty Gear stumbles by not demanding depth and replayability from its engine, though it succeeds as an arcade-style experience.



Graphics	Sound	Control	Fun Factor
4.0	4.5	3.5	3.0

Publisher: Atlus
2 players
ESRB: Teen
Reviewed in *GamePro*: 1/99

JoJo's Bizarre Adventure

JoJo's Bizarre Adventure is a Capcom/Street Fighter–style fighting game that mates average martial arts action with an oddball crew of vampire hunters and henchmen. It's fighting fare, sporting solid controls and boasting 17 fighters. JoJo is best taken as an entertaining change of pace that's not as challenging as SF.

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	3.5

Publisher: Capcom
2 players
ESRB: Teen
Reviewed in *GamePro*: 3/00

K-1 Revenge

In kickboxer/fighter K-1 Revenge, you fight one of 15 fighters with specialized moves, like killer right hooks and spinning backfists. The game's embargo on style and its emphasis on real kickboxing substance make the gameplay one-sided. K-1 isn't as sweet as it could be, though it will buck up kickboxing fans.

Graphics	Sound	Control	Fun Factor
3.5	4.0	3.5	4.0

Publisher: Jaleco
2 players
ESRB: Teen
Reviewed in *GamePro*: 4/99

Kensei: Sacred Fist

Kensei: Sacred Fist may be a blatant rip-off of Tekken 3, but at least it captures the spirit of its model. Kensei offers 22 characters, each with multiple costumes and moves. A variety of environments and 13 hidden characters offer a lot of action and great replayability. Fighting fans should check this one out with a rental.

Graphics	Sound	Control	Fun Factor
4.0	3.5	3.5	3.5

Publisher: Konami
2 players
ESRB: Teen
Reviewed in *GamePro:* 2/99

Marvel Super Heroes

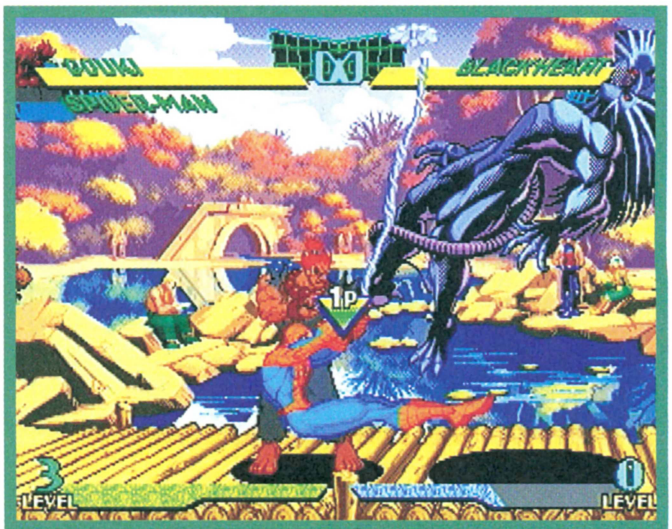
Marvel Super Heroes is less-than-heroic, with slowdowns and definite control problems. The graphics are MSH's biggest asset, and the sound is the right mix of announcer hyperbole and character grunting. Because of slowdown, however, some moves give opponents time to counter. MSH could've been better.

Graphics	Sound	Control	Fun Factor
4.5	4.0	3.0	3.0

Publisher: Capcom
2 players
ESRB: Teen
Reviewed in *GamePro:* 12/97

Marvel Super Heroes vs. Street Fighter

Marvel Super Heroes vs. Street Fighter does enough things right to keep fighting fans satisfied. It has the trademark elements: intense action, cool visuals, and appealing characters. However, overloaded graphics yield stiff, unresponsive controls. Capcom fighting fans should be satisfied renting it.



Publisher: Capcom
2 players
ESRB: Teen
Reviewed in *GamePro:* 4/99

Graphics	Sound	Control	Fun Factor
4.0	4.5	3.5	4.0

Marvel vs. Capcom

Marvel vs. Capcom doesn't quite have the speed and switching action of the arcade version. MVC features 15 characters with an additional 20 you can select as partners. The action is intense, but the two-player mode slows to a crawl if too much is going on at once. MVC has its flaws, but is still a fun fighter.

Graphics	Sound	Control	Fun Factor
3.5	4.0	4.5	3.5

Publisher: Capcom
2 players
ESRB: Teen
Reviewed in *GamePro:* 3/00

Mortal Kombat Trilogy

Great gameplay and the biggest roster of Mortal Kombat fighters make Trilogy one of the best MK offerings for the PlayStation. Thirty-seven kombatants slug it out, including playable bosses. Another cool feature is a new finishing move: the Brutality. For 2D fighting excellence, MK Trilogy is one of the last of a dying breed.

Graphics	Sound	Control	Fun Factor
4.5	3.0	4.5	4.5

Publisher: Midway Home Entertainment
2 players
ESRB: Mature
Reviewed in *GamePro:* 1/97

Mortal Kombat 4

MK4 charges into the 32-bit arena with power, style—and speed. There's new stuff like a Kombat Zone, fully rendered ending cinemas, and play modes, such as Practice, Endurance, and Tournament.The backgrounds are a little spotty, but, overall, everything looks great. MK4 is another solid arcade conversion.

Publisher: Midway Home Entertainment
2 players
ESRB: Mature
Reviewed in *GamePro:* 9/98

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	4.5

Pocket Fighter

The cool-looking, pint-sized caricatures of Capcom fighting characters are a crack-up, but Pocket Fighter also dishes out topnotch martial arcade combat. The 2D Street Fighter–style action is tough enough to satisfy any SF vet, but fans will really want to progress through this contest to view the humorous visuals.

Graphics	Sound	Control	Fun Factor
4.5	4.0	4.5	4.5

Publisher: Capcom
2 players
ESRB: Everyone
Reviewed in *GamePro*: 9/98

Power Move Pro Wrestling

If you dig wrestling games for the moves and not for the WWF or WCW license, then don't let Power Move escape your grasp. The 12 fictitious wrestlers (with three hidden fighters) bust some real wrestling holds in real wrestling time, with some of the sweetest controls to stalk the video-game squared circle.

Graphics	Sound	Control	Fun Factor
4.5	3.5	5.0	4.5

Publisher: Activision
2 players
ESRB: Kids-to-Adults
Reviewed in *GamePro*: 1/97

Rival Schools: United by Fate

Here's the only school in which you should be fighting. Rival is an excellent arcade port with console-exclusive extras. The team-fighting mode is a blast, and the great Lesson mode teaches you how to school your classmates in Capcom martial arts. Rival even grades your combat with a report card.

Graphics	Sound	Control	Fun Factor
4.5	5.0	4.5	5.0

Publisher: Capcom
2 players
ESRB: Teen
Reviewed in *GamePro*: 11/98

Soul Blade

Soul Blade is one of the classiest 3D fighting games around, and it still stands as one of the best weapons fighting games out there. You can swing real-deal gear from authentic martial arts styles and earn new weapons as you go. Toss in excellent visuals, and Blade even outclasses Namco's great Tekken 2.

Graphics	Sound	Control	Fun Factor
5.0	4.5	5.0	5.0

Publisher: Namco
2 players
ESRB: Teen
Reviewed in *GamePro*: 3/97

Star Gladiator

Futuristic weapons and far-out character designs rocket Gladiator to star status as Capcom's first real 3D fighting game. The nine mutant combatants launch a galaxy of attacks and counters, while crisp controls bring method to the mega-mayhem. The blocking and defensive techniques are particularly noteworthy.

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	4.5

Publisher: Capcom
2 players
ESRB: Teen
Reviewed in *GamePro*: 11/96

Star Wars: Masters of Teräs Käsi

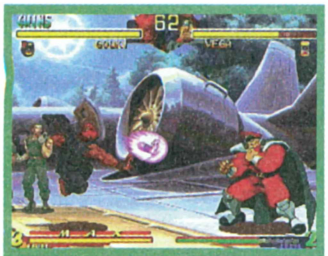
This was LucasArts' first and last fighting game, and it draws much of its appeal from the excellent mastery of the Force…that is, its *Star Wars* license. Ten *Star Wars* characters perform solid fighting-action (in the style of Tekken) both armed and unarmed. If you're a *Star Wars* fan, consider this game an animated collectible.

Graphics	Sound	Control	Fun Factor
5.0	5.0	4.5	5.0

Publisher: LucasArts
2 players
ESRB: Teen
Reviewed in *GamePro*: 1/98

Street Fighter Alpha 2

Alpha 2 is a sweet arcade-to-PlayStation conversion that kicks some serious Street Fighter butt. The 18 selectable fighters can bust old-school Chain Combos as well as new Custom Combos, and the controls are on target. SF pros can tackle eight difficulty settings. This game is a must-have for Street Fighter fans.



Graphics	Sound	Control	Fun Factor
5.0	4.5	5.0	5.0

Publisher: Capcom
2 players
ESRB: Teen
Reviewed in *GamePro*: 11/96

Street Fighter Alpha 3

Here's another stellar arcade conversion that puts its sights on SF fans. The controls are in championship form and graphics are awesome, but it's the extras that stand out. The 31 fighters (the most in any SF game) can select from three fighting styles, and there's a gang of play modes. Alpha 3 rules!

Publisher: Capcom
2 players
ESRB: Teen
Reviewed in *GamePro*: 5/99

Graphics	Sound	Control	Fun Factor
5.0	4.5	4.5	5.0

Street Fighter Collection

The game's name really says it here. You get Super Street Fighter II, Super Street Fighter II Turbo, and Street Fighter Alpha 2 Gold. However, the hardcore will find gold in this version of Alpha 2, which features smoother graphics and tough play-modes. Gold carries this collection, but no true die-hard will be without this disc.

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

Publisher: Capcom
2 players
ESRB: Teen
Reviewed in *GamePro*: 1/98

Street Fighter Collection 2

You can look at this disc in one of two ways. Sure, Street Fighter II, Street Fighter II: Champion Edition, and Street Fighter II: Hyper Fighting pack more than a bit o' dust as 2D, 16-bit conversions; or you can enjoy taking these cherished fighting games on a cruise down bruiser's lane. A true fan knows which way to go.

Graphics	Sound	Control	Fun Factor
3.0	2.5	3.0	3.0

Publisher: Capcom
2 players
ESRB: Teen
Reviewed in *GamePro*: 11/98

Street Fighter EX Plus

EX Plus Alpha was a solid attempt to upgrade the Street Fighter series by adding 3D visuals, refined controls, and two new characters (Garuda and Skullmania). The graphics turned out blocky, however, and, although there are 20 characters, their move sets are a little repetitive. Just the same, EX Plus is a worthy opponent.

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.5	4.5

Publisher: Capcom
2 players
ESRB: Teen
Reviewed in *GamePro*: 11/97

Street Fighter EX2 Plus

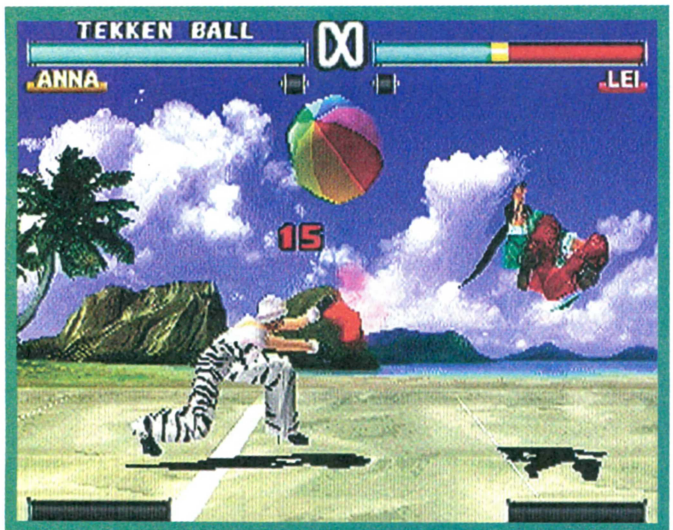
EX2 Plus is likely to be the last SF game for the PlayStation. It continues in the 3D visual-vein of EX Plus Alpha and retains the great-looking, fun SF fighting gameplay, but it's not a huge leap forward when compared to other Capcom 2D fighting games. The great replay/record mode is a...er, plus for fans.

Publisher: Capcom
2 players
ESRB: Teen
Reviewed in *GamePro*: 5/00

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.5	4.0

Tekken 3

Arguably the best Tekken game for the 32-bit system, this third installment retains all aspects of its arcade predecessor and includes a few PlayStation-exclusive features. In addition to intense head-to-head battles, it has a volleyball game and a beat-em-up game, where you battle an army of street thugs.



Publisher: Namco
2 players
ESRB: Teen
Reviewed in *GamePro*: 6/98

Graphics	Sound	Control	Fun Factor
5.0	5.0	5.0	5.0

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Vs.

Vs. is a solid and energetic 3D fighting game that offers few new elements to the fighting genre. You play as one of 16 gang-member characters, each with a unique fighting style and distinctive techniques. Unfortunately, the flat-footed fighters are hard to handle and the combos are difficult to execute successfully.

Graphics	Sound	Control	Fun Factor
4.0	4.5	3.5	4.0

Publisher: THQ
2 players
ESRB: Kids-to-Adults
Reviewed in *GamePro*: 12/97

Warpath: Jurassic Park

Warpath: Jurassic Park delivers the graphic and sound goods, but someone forgot to make it a fun fighting game. Playing as one of 14 dinosaurs, you battle fellow dinos to become king of the prehistoric era. The unique premise quickly gets K.O.'d by sluggish, masher-friendly controls and very dull dinosaur combat.

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.0	2.0

Publisher: Electronic Arts
2 players
ESRB: Mature
Reviewed in *GamePro*: 1/00

WCW Mayhem

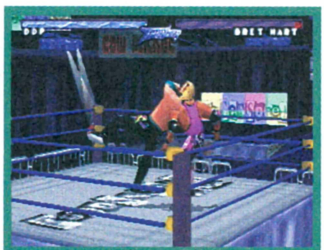
WCW Mayhem is a big improvement over WCW Thunder. Fighting outside the ring and in back rooms is a treat, while easy controls will have amateurs power-bombing through the ranks. 4Life fans will enjoy the comical commentary, but will be disappointed in WCW Mayhem's average graphics and weak selection of moves.

Graphics	Sound	Control	Fun Factor
3.0	4.5	3.5	3.5

Publisher: Electronic Arts
4 players (with multitap)
ESRB: Teen
Reviewed in *GamePro*: 11/99

WCW/NWO Thunder

All style and no substance, WCW/NWO Thunder is the worst-playing wrestling game to hit the ring in many years. Although the game delivers a plethora of options and 128 playable wrestlers (including a horse), its atrocious controls, dated wrestler models, and lackluster sounds make this a dreadful offering. Strictly for chumps.



Graphics	Sound	Control	Fun Factor
2.5	2.5	1.0	2.0

Publisher: THQ
2 players
ESRB: Everyone
Reviewed in *GamePro*: 4/99

Wu-Tang: Shaolin Style

Wu-Tang: Shaolin Style offers a fresh change of pace for fighting fans with furious four-player free-for-all battles, but the cheesy one-player match wounds the fun. Wu Tang features 21 selectable characters, colorful graphics, solid sound effects, and fairly responsive controls. It's the Thrill Kill that never was.

Publisher: Activision
4 players (with multitap)
ESRB: Mature
Reviewed in *GamePro*: 1/00

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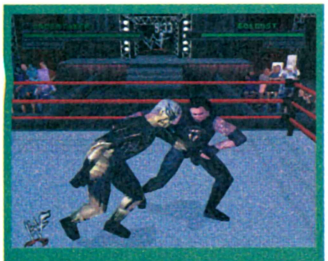
Graphics	Sound	Control	Fun Factor
4.5	4.0	4.0	4.0

WWF Attitude

WWF Attitude nails down all the flair and style of its televised counterpart while body-slamming gamers with some of the best wrestling action in town. Despite some clumsy visuals and repetitive commentary, the graphics and sound put you in the ring, and tight controls keep you in command of the action.



Graphics	Sound	Control	Fun Factor
4.0	4.0	3.5	4.5

Publisher: Acclaim
4 players (with multitap)
ESRB: Teen
Reviewed in *GamePro*: 10/99

WWF SmackDown

WWF SmackDown triumphs in the PlayStation ring with awesome graphics, great intros, and neck-breaking gameplay. Despite the lack of commentary, character voices, and poor implementation of the much-hyped "story line" Season mode, this game is a worthy addition to any wrestling fan's library.

Graphics	Sound	Control	Fun Factor
5.0	3.0	4.0	4.5

Publisher: THQ
4 players (with multitap)
ESRB: Teen
Reviewed in *GamePro*: 4/00

WWF War Zone

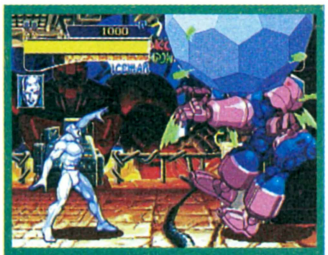
Oh hell yeah! WWF War Zone is one of the best wrestling games to hit the PlayStation. The game features over 15 wrestlers, each possessing over 30 authentic wrestling moves. The result is violent, fast, and unpredictable gameplay. You'll be amazed by the lifelike realism and exciting gameplay that this game provides.

Graphics	Sound	Control	Fun Factor
5.0	5.0	4.5	5.0

Publisher: Acclaim
4 players (with multitap)
ESRB: Teen
Reviewed in *GamePro*: 8/98

X-Men: Children of the Atom

A translation of the arcade title, X-Men: Children of the Atom fails in almost all categories: sluggish controls, choppy character animation, and slowdown galore. The only element that has been faithfully reproduced is the sound. Fighting fans looking for a comic-book brawler are better served by Marvel Super Heroes.

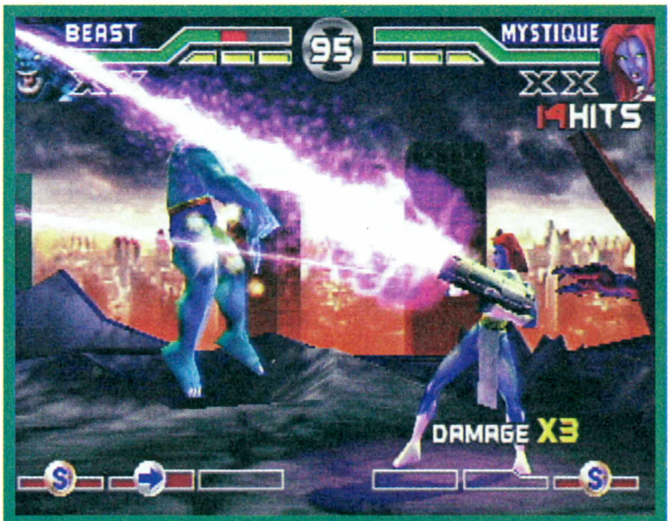


Graphics	Sound	Control	Fun Factor
2.5	4.0	2.0	1.5

Publisher: Acclaim
2 players
ESRB: Teen
Reviewed in *GamePro*: Not Reviewed

X-Men Mutant Academy

If it wasn't for the X-Men license, Mutant Academy would be a forgettable, mediocre fighter. It features great 3D backgrounds and characters who are faithful to their pulp-page counterparts; but someone forgot to tune the gameplay, as combat is marred by sluggish controls and unfair one-player A.I.

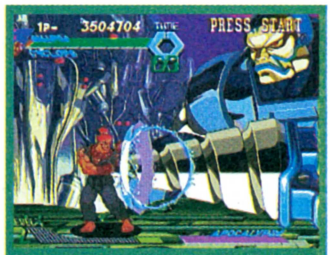


Graphics	Sound	Control	Fun Factor
4.0	3.0	2.5	3.0

Publisher: Activision
2 players
ESRB: Teen
Reviewed in *GamePro*: 9/00

X-Men vs. Street Fighter

Another unheroic arcade conversion, X-Men vs. Street Fighter is KO'd by an evil tag team of choppy graphics and slow gameplay. Characters suffer from jerky animation, and screen-filling super moves bring the action to a grinding halt, effectively ruining your timing during high-hitting combos. Capcom has done better.



Graphics	Sound	Control	Fun Factor
2.5	4.0	3.0	2.0

Publisher: Capcom
2 players
ESRB: Teen
Reviewed in *GamePro*: 5/98

Ace Combat 2

Ace Combat 2 improves on the standard-setting original with crisp, easy-to-learn controls and cool-looking jets, though the sound effects and music are tame. As leader of a mercenary jet squadron, you'll need to master the use of homing missiles and machine guns to complete 30 missions against challenging enemy fighters.

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.0	3.5

Publisher: Namco
1 player
ESRB: Teen
Reviewed in *GamePro*: 9/97

Ace Combat 3: Electrosphere

This time, you're a high-altitude policeman fighting the forces of evil General Resource, a money-grubbing corporation. The behind-the-jet and cockpit views are excellent, as are the heads-up and radar displays. Solid controls enable you to counter deadly missile barrages. Fly Ace Combat 3 for solid airborne action.

Graphics	Sound	Control	Fun Factor
3.5	3.5	4.0	4.0

Publisher: Namco
1 player
ESRB: Everyone
Reviewed in *GamePro*: 4/00

Agile Warrior: F-IIIX

Even for a first-generation PlayStation title, Agile Warrior soars with solid graphics, riveting action, and engaging missions. This shooter won't lure the flight-sim crowd, but its frantic blasting will snare arcade-shooter fans. The dated graphics and poor navigation will turn off some, but Agile Warrior is a fun, frenzied ride.

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.5	4.5

Publisher: Virgin Interactive
1 player
ESRB: Teen
Reviewed in *GamePro*: 12/95

Army Men: Air Attack

The Army Men franchise takes to the air as you fly four helicopters of the Green Army against the evil Tans in missions such as retrieving POWs and secret weapons. The controls are simple and excellent, but the frame rate can be choppy and the environments are bland. It's a good game for fans of uncomplicated shoot-em-ups.

Graphics	Sound	Control	Fun Factor
3.5	4.5	5.0	3.5

Publisher: 3DO
2 players
ESRB: Teen
Reviewed in *GamePro*: 12/99

Army Men: Air Attack 2

The premise worked the first time, but Army Men: Air Attack 2 quickly loses ground with mediocre graphics and underwhelming sounds. Furthermore, controlling your chopper is too easy: You can't move vertically and the auto-lock targeting feature guarantees a hit almost every time. These Army Men could've used more training.

Graphics	Sound	Control	Fun Factor
2.5	2.5	3.0	3.0

Publisher: 3DO
2 players
ESRB: Teen
Reviewed in *GamePro*: 12/00

Black Dawn

The developer of Agile Warrior: F-IIIX returns you to the air, this time in a helicopter. Though Black Dawn is not a hardcore sim, the controls require a lot of practice—but the reward is detailed graphics (for its era) and lots of deep missions, which involve inserting SEAL teams and knocking out tanks and radar sites.

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.0	4.5

Publisher: Virgin Interactive
1 player
ESRB: Teen
Reviewed in *GamePro*: 12/96

Bogey: Dead 6

Bogey: Dead 6 launches fun, but standard, cockpit combat. Seasoned vets have flown similar skies, but the aerial action's a contender. Bogey's missions include fryin' tanks, busting up bombers, and sinking carriers. Top Gun: Fire at Will and Ace Combat 2 present better airborne action, but Bogey's still a worthy opponent.

Graphics	Sound	Control	Fun Factor
3.5	4.0	3.5	4.0

Publisher: Sony
1 player
ESRB: Kids-to-Adults
Reviewed in *GamePro*: Not Reviewed

Eagle One: Harrier Attack

Eagle One: Harrier Attack features a plethora of missions, from protecting convoys and rescuing comrades to all-out air, sea, and land combat. Ultimately, Eagle One balances pseudo-realism with enough action to satisfy arcade-shooter fans, but flight-sim vets will be disappointed by the game's lack of depth.

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.5	4.0

Publisher: Infogrames
2 players
ESRB: Everyone
Reviewed in *GamePro*: 5/00

Nuclear Strike: The Sequel to Soviet Strike

Nuclear Strike looks much like Soviet Strike, but with more detailed combat terrains and a faster frame rate. You can also pilot 13 new aircraft, including a tank, hovercraft, Harrier jump jet, and an A-10 Avenger. The action goes down in five levels spread throughout Asia with eight to 10 missions per level.

Graphics	Sound	Control	Fun Factor
4.5	5.0	3.5	4.0

Publisher: Electronic Arts
1 player
ESRB: Teen
Reviewed in *GamePro*: 11/97

R/C Stunt Copter

R/C Stunt Copter is an unbelievably realistic remote-control helicopter sim. Because of its authentic controls, though, the game has a steep learning curve that makes it suitable for only a niche audience with the patience to fly a complex aircraft. If you're a hobbyist or flight-sim fan, R/C is fun to play; for others, it's a rental.

Graphics	Sound	Control	Fun Factor
3.5	3.0	4.0	3.5

Publisher: Titus
2 players
ESRB: Everyone
Reviewed in *GamePro*: 11/99

Soviet Strike

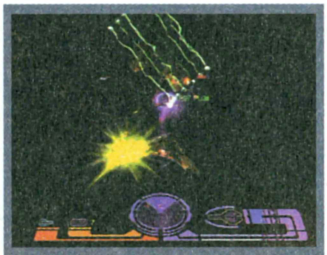
The original chart-topping series is back, and veteran heli-hackers will love this outing. Soviet follows the same outline as the 16-bit games—blast through military objectives from an overhead view. Resplendent with gorgeous backgrounds, rockin' sounds, and responsive controls, the first 32-bit Strike is loads of fun.

Graphics	Sound	Control	Fun Factor
4.0	5.0	4.5	4.5

Publisher: Electronic Arts
1 player
ESRB: Teen
Reviewed in *GamePro*: 1/97

Star Trek: Invasion

Armed with phasers, tractor beam, torpedoes, etc., you play as Cooper, the pilot of a Valkyrie-class ship on more than 20 challenging missions in the Trek universe. The development team includes members of the Colony Wars gang, so vets of that series should feel at home. The flaw? The missions are often overly difficult.



Graphics	Sound	Control	Fun Factor
4.0	3.0	3.5	3.5

Publisher: Activision
2 players
ESRB: Everyone
Reviewed in *GamePro*: 11/00

Top Gun: Fire at Will

If you long for the glory days of arcade-style dogfighters like Afterburner, this F-14 is for you. Top Gun: Fire at Will involves air-to-air and air-to-ground duels against swarms of CPU fighters that (fortunately) fight badly. Capturing the film's attitude, TG nicely blends arcade dogfighting with a touch of sim.

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

Publisher: MicroProse
1 player
ESRB: Kids-to-Adults
Reviewed in *GamePro*: 8/96

Ballistic

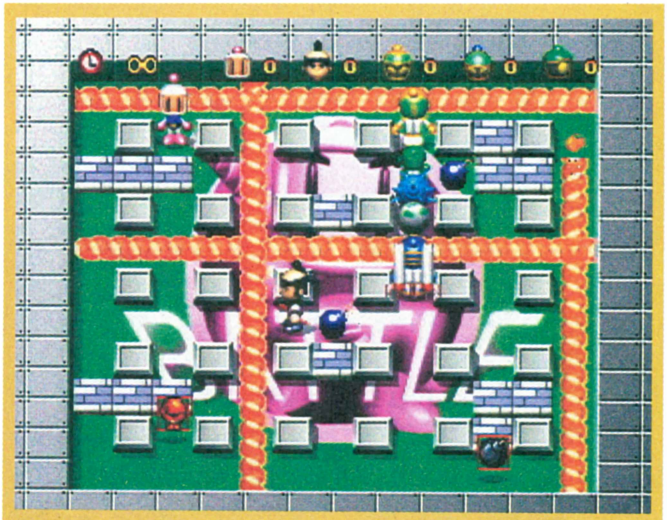
Ballistic is an all-ages game that combines the quick thinking of a puzzler with the fast reflexes of a shooter. You control a rotating turret in the center of an encroaching spiral loop of colored balls that you must eliminate. Easy to learn, Ballistic is fun for kids and newbies, but lacks the adrenaline rush that puzzle fanatics crave.

Graphics	Sound	Control	Fun Factor
3.0	2.5	2.5	3.0

Publisher: Infogrames
2 players
ESRB: Everyone
Reviewed in *GamePro*: 12/99

Bomberman Party Edition

It took an eternity, but someone finally had the sense to release this addictive party game for the PlayStation. Up to five people can try to blow each other to bits in the free-for-all game, or they can go solo in a series of one-player contests. The only drawback is the long load times between matches.



Publisher: Vatical
5 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 11/00

Graphics	Sound	Control	Fun Factor
3.5	3.5	5.0	4.5

Bomberman World

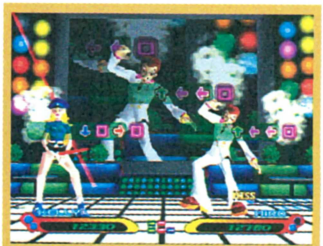
Bomberman finally blasts his way onto the PlayStation in an entertaining game that offers some new features, while still retaining that classic multiplayer appeal. Smooth, responsive controls make it easy for up to five people to pick up and play, though the new angled view isn't as nice as the classic topdown camera.

Graphics	Sound	Control	Fun Factor
3.5	3.5	4.0	4.0

Publisher: Atlus
5 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 1/99

Bust-A-Groove 2

Bust-A-Groove 2 tries to steal the spotlight from its predecessor, but the original still rules the dance floor. Improvements like the bonus multiplier, selectable difficulty, and a score counter strengthen the game, but the linear dance paths prove to be a serious misstep. Even the music was a little sweeter last time.

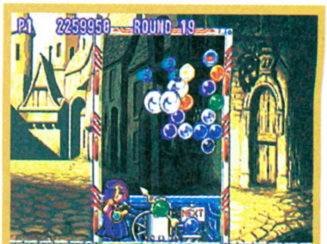


Graphics	Sound	Control	Fun Factor
4.5	4.0	4.0	4.0

Publisher: Enix
2 players
ESRB: Teen
Reviewed in *GamePro*: 10/00

Bust-A-Move '99

With new challenging game modes and the always fun head-to-head competition, this installment of the puzzle classic is as addictive as ever. Control is simple and easy as you match and remove like-colored bubbles from the descending puzzle. What it lacks in graphics and sounds, Move makes up for in gameplay.

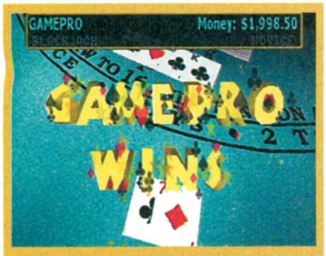


Graphics	Sound	Control	Fun Factor
3.0	2.0	5.0	5.0

Publisher: Acclaim
2 players
ESRB: Everyone
Reviewed in *GamePro*: 5/99

Caesar's Palace 2000

Caesar's Palace 2000 brings the casino to your PlayStation, offering slots, cards, video games, and table games for your gambling pleasure. The graphics are pretty sharp for a game of this genre, even with minor slowdown during various animations. The absence of music spoils some of the Las Vegas realism, though.



Graphics	Sound	Control	Fun Factor
3.5	2.0	3.0	3.0

Publisher: Interplay
4 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Chessmaster II

This excellent game is for those seriously interested in chess, or for chess pros wanting to sharpen their skills. Although the graphics and sound are decent, but not spectacular, the control is impressive: full customization of board setup and opponent profiles. Unfortunately, this game may appeal only to serious chess afficionados.

Graphics	Sound	Control	Fun Factor
3.0	3.0	4.0	3.5

Publisher: Mindscape
2 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Clock Tower II: The Struggle Within

A cross between Resident Evil and Myst, Clock Tower II features a creepy, suspenseful atmosphere punctuated by violent surprises. Playing a character with two personalities, you point-and-click your way through a puzzle-filled house that's also loaded with maniacs bent on your demise. A worthwhile quest for patient gamers.

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.5	3.5

Publisher: Agetec
1 player
ESRB: Mature
Reviewed in *GamePro*: Not Reviewed

Command & Conquer Red Alert: Retaliation

Calling all armchair warriors! C&C Red Alert: Retaliation retains all the stellar gameplay of its predecessors in this famed real-time strategy series. It's the Soviets vs. the Allied Forces in a fantasy European battlefield, with mushy graphics, booming explosions, and crucial mouse support. This one will keep you in the trenches.

Graphics	Sound	Control	Fun Factor
4.0	4.5	3.5	4.5

Publisher: Westwood Studios
2 players (with link cable)
ESRB: Teen
Reviewed in *GamePro*: 9/98

Devil Dice

Unlike all the Tetris clones out there, Devil Dice puts a unique twist on 3D puzzle games. The goal is to flip giant dice so that their faces match and the dice melt away. The colors are bland and the sound is basic, but the controls are tight—crucial in frantic multiplayer matches. Though difficult, Dice is surprisingly addictive.

Graphics	Sound	Control	Fun Factor
3.5	3.0	4.0	4.0

Publisher: THQ
5 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 10/98

Diablo

Are you ready to face the Lord of Terror? In Diablo, you play as one of three adventurers on a creepy 16-level dungeon crawl. It's not as graphically sharp as its PC counterpart and doesn't support the mouse, but the voice-acting and music are amazing and the random level generation keeps replay value high.

Graphics	Sound	Control	Fun Factor
4.0	5.0	4.0	4.5

Publisher: Electronic Arts
2 players
ESRB: Mature
Reviewed in *GamePro*: 5/98

Dragonseeds

Like Monster Rancher, Dragonseeds generates dragons for you to raise, train, and fight in battles for supremacy. In an RPG-like setting, you'll create up to 16 large lizards, each with sharp graphics and well-rendered fight animations. Smooth controls and a pleasant, unintrusive soundtrack make this one worth a look.

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.5	4.0

Publisher: Jaleco
2 players
ESRB: Teen
Reviewed in *GamePro*: 12/98

Dune 2000

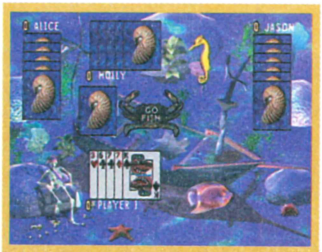
Dune 2000 translates the sci-fi hit into a real-time strategy game. But, despite voice-overs and FMVs, it suffers in everything else. The user interface is clunky and unintuitive, making building and selecting characters cumbersome. The graphics are overpowered by menus that often clutter the screen. Pick up C&C instead.

Graphics	Sound	Control	Fun Factor
2.0	3.0	2.0	2.0

Publisher: Electronic Arts
2 players (with link cable)
ESRB: Teen
Reviewed in *GamePro*: Not Reviewed

Family Game Pack

All the "classic" board and card games compiled into one disc. It's a semi-fun game for parties if you're lacking a deck of cards or a board game. Unfortunately, the cheating A.I. ruins any one-player value. With hundreds of other PlayStation titles to choose from, it's better to spend money on a deck of cards.



Graphics	Sound	Control	Fun Factor
3.0	2.5	3.0	2.0

Publisher: 3DO
2 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

The Game of Life

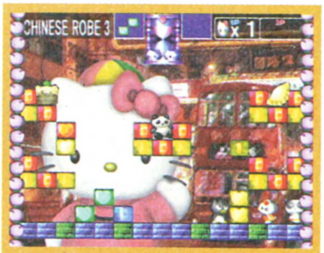
Ah, now this is what PlayStation owners have been salivating for: the virtual translation of *The Game of Life*! Unfortunately, this video board game will make gamers bored. There are some multimedia touches and side-games to spruce thing up, but the pace is mercilessly slow. If this Life sounds exciting, it's time to get a life.

Graphics	Sound	Control	Fun Factor
3.5	3.0	4.0	3.0

Publisher: Hasbro Interactive
6 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 2/99

Hello Kitty's Cube Frenzy

Despite its cutesy exterior, simple visuals, and annoying music, players of all ages will find Hello Kitty's Cube Frenzy to be a challenging, addictive puzzler. Cube is a cross between Tetris and Lode Runner, so you'll drop blocks to create stepping stones—or make gaps—so Hello Kitty can collect items and go to the next level.

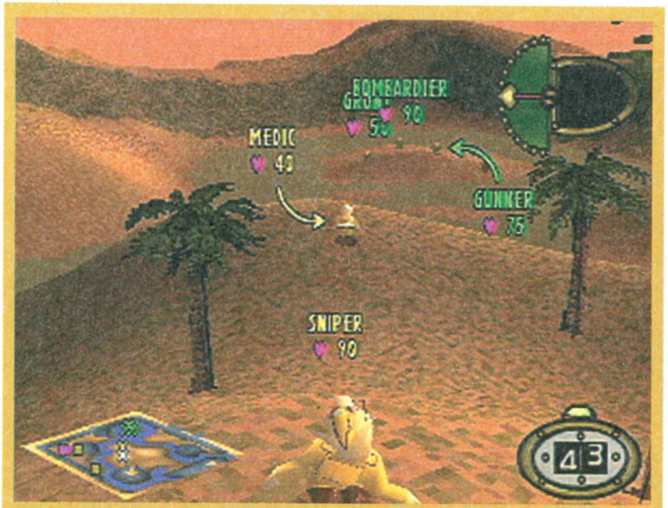


Graphics	Sound	Control	Fun Factor
3.5	3.0	4.0	4.0

Publisher: NewKidCo
2 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Hogs of War

If you have a thing for pork in uniform, then Hogs of War is here to satisfy you. The game is maybe a little too cute for most gamers and the camera angle when aiming can be frustrating, but there's still some fun that you can squeeze out of the missions and scenarios as you set forth to conquer the world.



Graphics	Sound	Control	Fun Factor
3.0	3.0	2.5	3.0

Publisher: Infogrames
2 players
ESRB: Teen
Reviewed in *GamePro*: Not Reviewed

Intelligent Qube

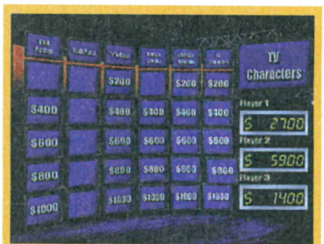
Wildly challenging and exciting, IQ manages to provide the perfect mix of reward and frustration. You play as a little guy who's going to be crushed by giant blocks—unless you can capture them first. The camerawork is sometimes confusing, but the pounding soundtrack matches the game's tense challenge perfectly.

Graphics	Sound	Control	Fun Factor
4.5	5.0	4.5	5.0

Publisher: Sony
2 players
ESRB: Kids-to-Adults
Reviewed in *GamePro*: 1/98

Jeopardy!

At last, PlayStation owners can scream "This is Jeopardy!" with announcer Johnny Gilbert and know that it's true. For once, a console TV game show lives up to its license, with 3500 authentic questions, visual panache, and only a few parser problems. By and large, this is more fun than shouting "I knew that!" at the TV.



Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.5

Publisher: Hasbro Interactive
3 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 2/99

Lego Rock Raiders

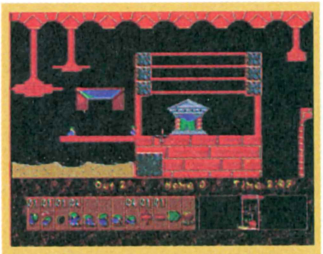
The Lego toys come to life as intergalactic miners searching for crystals to power their damaged spacecraft. The FMV animation is fairly sharp, and the story line is amusing. Unfortunately, the gameplay character animation detail is unfocused and tiny, and the actual gameplay is too bland for most gamers.

Graphics	Sound	Control	Fun Factor
2.5	2.5	3.0	2.0

Publisher: Lego Media
2 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Lemmings & Oh No! More Lemmings

Lemmings emerges as a double-set CD featuring 209 brain-bending levels. You direct masses of mindless Lemmings through hostile environments by programming them to perform such tasks as climbing. If puzzles are your forte, the gameplay is addictive. However, this version doesn't provide anything fresh.

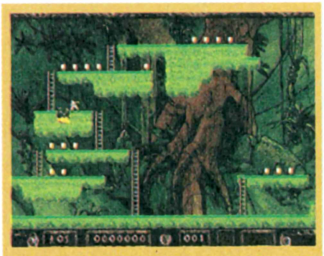


Graphics	Sound	Control	Fun Factor
2.5	3.0	4.0	3.0

Publisher: Psygnosis
1 player
ESRB: Everyone
Reviewed in *GamePro*: 12/98

Lode Runner

Although Lode Runner is mostly action, there's also a fair number of compelling and challenging puzzles to go with the game. LR challenges you in over 300 levels of digging holes and picking up gold to find the path to the exit. An impressive construction mode and sharp graphics yield classic puzzle/action entertainment.



Graphics	Sound	Control	Fun Factor
3.0	3.5	4.5	4.0

Publisher: Natsume
2 players
ESRB: Kids-to-Adults
Reviewed in *GamePro*: 2/98

Master of Monsters: Disciples of Gaia

In Master of Monsters: Disciples of Gaia, you join forces with one of six masters to battle on a gridlike map in agonizingly slow turn-based fashion. The maps do nothing to help the game's nonexistent excitement, and while you can quickly master the controls, you'll probably be bored long before you do so.

Graphics	Sound	Control	Fun Factor
2.5	2.5	3.0	2.0

Publisher: ASCII
4 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 10/98

Monopoly

The video game version of the classic board game features all the aspects of the board version and some popular house rules. Rendered animations show the tokens progressing around the board, as well as what the properties up for sale look like. Those who prefer an electronic version will find this enjoyable and error-free.

Graphics	Sound	Control	Fun Factor
3.5	2.5	4.0	3.0

Publisher: Hasbro Interactive
4 players (with multitap)
ESRB: Kids-to-Adults
Reviewed in *GamePro*: 2/98

Monster Rancher

Monster Rancher is a Tamagotchi dogfight where you raise a virtual pet, then earn cash by pitting it against other monsters in an arena. Training your cool-looking monsters through 10 offbeat activities grows on you after a while. Monster Rancher gets some props for standing out from the herd, but it won't cause a stampede.

Graphics	Sound	Control	Fun Factor
3.5	2.5	3.0	3.5

Publisher: Tecmo
1 player
ESRB: Kids-to-Adults
Reviewed in *GamePro*: 2/98

Monster Rancher 2

Once you've conceived creatures by spinning a regular music CD on your PlayStation, your challenge is to fortify their combat traits through a series of 12 exercises. You'll put in minimal-action duty, and that seriously saps MR2's Fun Factor. MR2 may show virtual pet owners a good time, but it will turn off most.

Graphics	Sound	Control	Fun Factor
3.0	2.5	3.0	3.5

Publisher: Tecmo
1 player
ESRB: Everyone
Reviewed in *GamePro*: 11/99

Monster Rancher Battle Card: Episode II

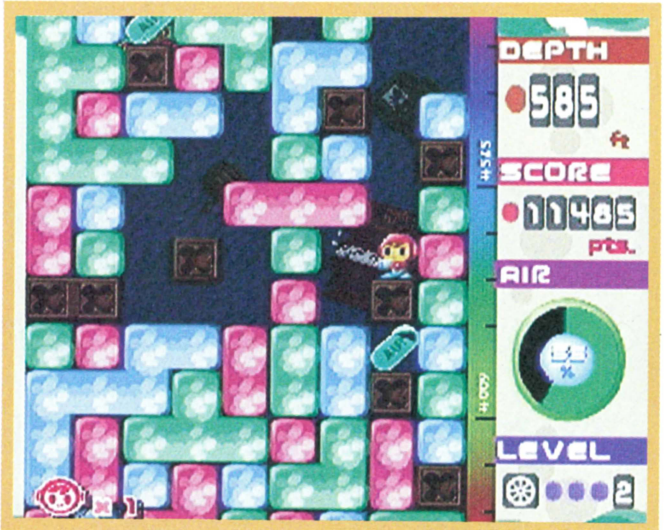
Battle Card presents an easy-to-learn, straightforward contest that requires you to wrangle a team of monsters and defeat a gang of slick cardsharks in turn-based gameplay. MRBC gets juice from the cool, if bizarre-looking, combatants and some action-packed animations. This strategy challenge is a nice change of pace.

Graphics	Sound	Control	Fun Factor
3.5	3.0	3.5	4.0

Publisher: Tecmo
4 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 10/00

Mr. Driller

Mr. Driller is another low-key, simple-but-addictive puzzle-action title. You take control of a pint-sized professional driller and burrow to the bottom of long vertical levels while collecting air capsules and avoiding falling rocks. Despite the simple graphics and obnoxious sounds, Mr. Driller is well worth a long look.



Publisher: Namco
1 player
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Graphics	Sound	Control	Fun Factor
3.0	2.5	4.0	4.0

Ms. Pac-Man: Maze Madness

Ms. Pac-Man is a pleasant mix of old-school monster-munching and modern puzzle/platform components. While players still chomp dots and eat ghosts, the thrust of MPM is puzzle-solving. Clean 3D graphics and overhead views are complemented by classic sound effects and music. Maze Madness proves lively indeed.

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	3.5

Publisher: Namco
4 players
ESRB: Everyone
Reviewed in *GamePro*: 10/00

MTV Music Generator

MTV Music Generator is a sophisticated, yet simple, multitrack studio that lets you create your own music. You're given 24 tracks to fill with over 8000 samples, from full-on funky bass lines to heart-stopping techno drum loops. MTVMG offers powerful tools for creative gamers who want to make their own tunes.

Graphics	Sound	Control	Fun Factor
4.0	5.0	4.5	5.0

Publisher: Codemasters
4 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 12/99

Nectaris: Military Madness

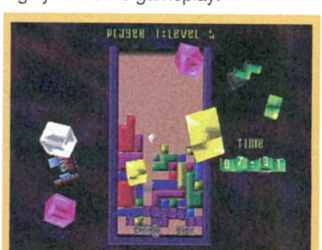
This remake of a Turbo Grafx 16 strategy game is too dated to excite any gamers today. The FMV and gameplay cinematics are repetitive and below par; the music and unrealistic sound effects lack variety; and the controls are limited, offering only a minute menu of options to choose from. Not the best available.

Graphics	Sound	Control	Fun Factor
2.5	2.0	2.0	2.0

Publisher: Jaleco
1 player
ESRB: Teen
Reviewed in *GamePro*: Not Reviewed

The Next Tetris

Yet another upgrade of one of the most popular games of all time, The Next Tetris features more block-matching and level-clearing, but with several new play modes and more diverse pieces. While the new elements are hardly earth-shattering, they're a nice addition to the already simple and highly addictive gameplay.



Graphics	Sound	Control	Fun Factor
4.0	4.0	4.5	4.5

Publisher: Hasbro Interactive
2 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

No One Can Stop Mr. Domino

Mr. Domino is a clever, if linear, puzzler unlike any other. As the titular piece of gaming equipment, you run around 3D obstacle courses made up of food packages and other strange stuff as you activate traps and puzzles by laying and toppling dominoes. Though one-false-move gameplay may turn some off, it's worth playing.

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.5	4.0

Publisher: Acclaim
1 player
ESRB: Everyone
Reviewed in *GamePro*: 2/99

PaRappa the Rappa

PaRappa the Rappa features psychedelic graphics that fit right in with the fun and fast way the game is played. You follow PaRappa the rappin' hound through a series of misadventures while being taught how to rap. The music is topnotch, making PaRappa the kind of game that you inexplicably have to own.

Graphics	Sound	Control	Fun Factor
3.0	5.0	4.5	5.0

Publisher: Sony
1 player
ESRB: Kids-to-Adults
Reviewed in *GamePro*: 11/97

Populous: The Beginning

Praise be to...you! One of the original real-time strategy games, Populous lets you play god in a quest for eternity by conquering 25 worlds and guiding tiny followers toward civilization. Unfortunately, simplistic graphics, a clunky interface, and outrageous load times sabotage your plenary efforts to build heaven on Earth.

Graphics	Sound	Control	Fun Factor
2.0	3.5	3.5	3.0

Publisher: Electronic Arts
1 player
ESRB: Teen
Reviewed in *GamePro*: Not Reviewed

Poy Poy

Bomberman should be this much fun! Poy Poy borrows from Bomberman's concept but adds brilliant color, crisp backgrounds, fun characters, and excellent sound all its own. Nothing detracts from this blastfest: With its excellent multiplayer action and superb straightforward controls, Poy Poy is a blast for the whole family.

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	4.5

Publisher: Konami
4 players (with multitap)
ESRB: Kids-to-Adults
Reviewed in *GamePro*: 8/97

Railroad Tycoon II

This challenging strategy game is a great way to learn about the history of the railroads; however, the chug-a-lug controls may prove daunting for all but the heartiest engineers. The complicated interface manages an impressive list of railway-building tools. Tycoon offers hard-won rewards, but the PC version is better.

Graphics	Sound	Control	Fun Factor
3.5	4.0	3.0	3.5

Publisher: Take 2 Interactive
1 player
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Risk

While it's not spectacular, this version of Risk accurately represents the classic board game and comes with four modes, three objectives, and eight-player capability. The graphics and controls serve the game well, and the sound is adequate. Fans of the board game will really dig Risk on the PlayStation.

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.5	3.5

Publisher: Hasbro Interactive
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 10/98

Riven

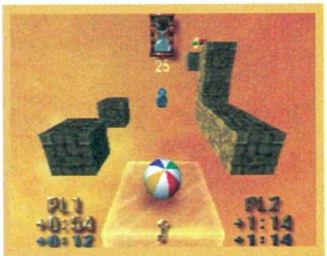
As the sequel to the top-selling Myst, Riven lives up to its legacy, presenting a unique game-playing experience based on exploring and making discoveries in a lushly detailed alien world. Action junkies will be bored stiff by the intricate plot and puzzle solving, but those with patience will be engrossed in the experience.

Graphics	Sound	Control	Fun Factor
4.0	5.0	5.0	5.0

Publisher: Acclaim
1 player
ESRB: Everyone
Reviewed in *GamePro*: 3/98

Roll Away

In Roll Away, life is a series of mile-high labyrinthine platforms with assorted keys, fruits, and coins. You must roll a beach ball through a series of 3D mazes in this challenging puzzler. The compelling visuals and fluid controls add to the experience, but the replayability suffers as the worlds are the same. It's a rental.



Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	3.0

Publisher: Psygnosis
2 players
ESRB: Everyone
Reviewed in *GamePro*: 10/98

Scrabble

Based on the popular word game, Scrabble transforms your PlayStation into a virtual board game, demanding a confident command of the English vocabulary to dominate your opponents. Scrabble is a decent translation of the original and a must for those who are interested in building that powerhouse vocabulary.

Graphics	Sound	Control	Fun Factor
3.0	3.0	3.0	4.0

Publisher: Hasbro Interactive
4 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Shanghai True Valor

Strategy and speed are prerequisites for success in pairing tiles before time runs out while playing this traditional Chinese game. Although this sort of gameplay may not appeal to everyone (and the music becomes annoying and distracting), it is definitely a worthy experience for those seeking to develop their concentration.

Graphics	Sound	Control	Fun Factor
3.0	2.0	3.0	3.0

Publisher: SunSoft
2 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

SimTheme Park

In SimTheme Park, you become the mastermind behind the creation of an amusement park, controlling everything from landscaping to roller-coaster design to the fat content in burgers. While the graphics and controls perform respectably, the gameplay gets lost between realistic and funny, and the fun suffers somewhat.

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	3.5

Publisher: Electronic Arts
1 player
ESRB: Everyone
Reviewed in *GamePro*: 5/00

South Park: Chef's Luv Shack

The *South Park* characters are back to battle it out on Chef's game show and compete for cash and the first-place trophy. The animation and voice-overs are fairly reminiscent of the cartoon, but clunky controls in some of the mini-games and overly abstract questions frustrate some of the fun out of it.

Totally eradicated, smallpox was once the worst disease ever. Who discovered the vaccination?
George Clooney
Edward Jenner
Dr. Livingstone
Madame Curie

Graphics	Sound	Control	Fun Factor
3.0	3.5	2.5	2.5

Publisher: Acclaim
4 players (with multitap)
ESRB: Mature
Reviewed in *GamePro*: Not Reviewed

Spice World

If you were lucky enough to miss it, yes, it's true—there is indeed a Spice Girls game. Players choose from one of five spicy hits and remix it by bouncing on nine resampling buttons. There's even some PaRappa-style dancing in the game, but basically the gameplay and graphics suck as much as the Spice Girls' music.

Graphics	Sound	Control	Fun Factor
3.5	4.5	3.0	3.0

Publisher: Psygnosis
1 player
ESRB: Everyone
Reviewed in *GamePro*: 10/98

Super Puzzle Fighter II Turbo

Super Puzzle Fighter II Turbo combines Japanese-style, super-deformed versions of Street Fighter and Darkstalker characters (which were later used in Pocket Fighter) with a Tetris-like puzzle game. The result? Hours of addictive fun—especially in two-player mode—for both puzzle fans and fighting gamers.

Publisher: Capcom
2 players
ESRB: Kids-to-Adults
Reviewed in *GamePro*: 3/97

Graphics	Sound	Control	Fun Factor
4.5	3.5	5.0	4.5

Tecmo Stackers

Tecmo Stackers is a highly addictive puzzle game that's easy enough for anyone to play, yet complex enough to transfix even the best gamers. The graphics and sounds are lame, but this Tetris variant (when four like-colored blocks connect, they disappear and stretch to take nearby blocks with them) is still simply a classic.

Graphics	Sound	Control	Fun Factor
3.0	2.0	4.5	4.5

Publisher: Tecmo
2 players
ESRB: Kids-to-Adults
Reviewed in *GamePro*: 11/97

Theme Hospital

The follow-up to Theme Park, Theme Hospital puts you in charge of a medical facility, managing staff, adjusting the room temperature and floor plan, and so on. Bland as it may sound, it's an addictive, funny game—and one of the toughest sims you'll ever play. If you're not up for a technical, menu-ridden challenge, steer clear.

Graphics	Sound	Control	Fun Factor
3.5	4.0	3.5	4.5

Publisher: Electronic Arts
1 player
ESRB: Everyone
Reviewed in *GamePro*: 5/98

Theme Park

As chief park designer in what's basically Sim Disneyland, you decide every detail—right down to the speed of the rollercoasters. Simple graphics and sounds offer up few treats to keep the game interesting, while overlapping menu systems force you to read the manual. Theme Park is as much fun as you make it...literally.

Graphics	Sound	Control	Fun Factor
3.0	3.0	3.0	3.5

Publisher: Bullfrog
1 player
ESRB: Everyone
Reviewed in *GamePro*: 3/96

Timeshock! Pro Pinball

Timeshock deserved to be a sleeper hit, but video pinball is always a hard sell. Timeshock's lone table is loaded with classic pinball elements like multiball, ramps, and the like. The graphics, sound effects, and controls are impeccable, but the music is annoying. Still, pinball addicts should fire up this pinball wizard.

Graphics	Sound	Control	Fun Factor
4.5	3.5	4.5	4.5

Publisher: Empire Interactive
4 players
ESRB: Everyone
Reviewed in *GamePro*: 12/98

Toonenstein: Dare To Scare!

The graphics look so good you'll want to eat them, while the sound features high-quality animated-cartoon effects and music. The gameplay, however, is for the young. Furrball and repetitive pals Plucky and Hamton seek to disrupt evil Elmyra's power supply by turning on wacky machines in her creepy, yet enchanting, mansion.

Graphics	Sound	Control	Fun Factor
4.5	4.5	3.5	3.5

Publisher: Vatical
1 player
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Um Jammer Lammy

PaRappa's underground success guaranteed a sequel for beat-happy fans looking for a musical diversion. As you guide Lammy through seven psychedelic levels to learn the guitar, the demanding controls may pretzel your fingers. Still, gamers with an ear for music (or at least PaRappa disciples) will have fun.

Graphics	Sound	Control	Fun Factor
3.5	5.0	3.5	4.5

Publisher: Sony
2 players
ESRB: Everyone
Reviewed in *GamePro*: 8/99

The Unholy War

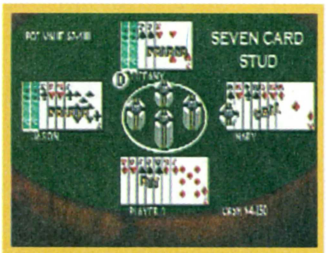
Part real-time strategy saga, part tactical RPG wannabe, The Unholy War's final mix is a very strategy-heavy hybrid. Playing on a hexagonal map, you gather magic, amass troops, and attack bases in real-time sequences. The production value is low, but the challenge is interesting if you're into this sort of thing.

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.5	4.0

Publisher: Eidos
2 players
ESRB: Everyone
Reviewed in *GamePro*: 12/98

Vegas Games 2000

With Vegas, you can become a master of virtual chance with 21 games, such as blackjack, craps, poker, and roulette. This is a bare-bones game that functions adequately with little color or sound—but, after all, the drama of gambling really takes place in the mind. With friends, Vegas Games 2000 could be the real deal.

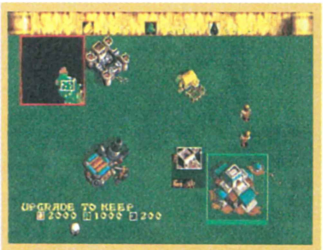


Graphics	Sound	Control	Fun Factor
2.0	2.0	4.0	3.5

Publisher: 3DO
4 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Warcraft II: The Dark Saga

Warcraft II: The Dark Saga serves up enough gripping strategy gameplay to overcome its visual and audio failings. Playing as either the humans or the orcs, you command troops, manage resources, and build structures. If you can endure the game's tedious point-and-click controls, this Dark Saga is worth pursuing.



Graphics	Sound	Control	Fun Factor
3.0	3.5	3.0	4.0

Publisher: Electronic Arts
1 player
ESRB: Teen
Reviewed in *GamePro*: 10/97

WarGames: Defcon 1

Based on the '80s film, WarGames is an action/strategy game that mixes elements of Nuclear Strike with C&C as a military computer seizes control of the world's nuclear capabilities. The unit A.I. is particularly impressive, and the intense firepower is backed by solid graphics and controls. Better yet, the multiplayer game rocks.

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.5

Publisher: MGM Interactive
2 players
ESRB: Teen
Reviewed in *GamePro*: 9/98

Warzone 2100

Eidos's foray into the mass graveyard of console real-time strategy games confronts the problem of controlling mouse-oriented games with a joypad by offering a unique interface. Sadly, it fails miserably, even though the gameplay achieves victory with some strategy action that's worth playing. Check out the PC version instead.

Graphics	Sound	Control	Fun Factor
3.5	4.0	1.5	3.5

Publisher: Eidos
2 players (with link cable)
ESRB: Teen
Reviewed in *GamePro*: 7/99

Wheel of Fortune

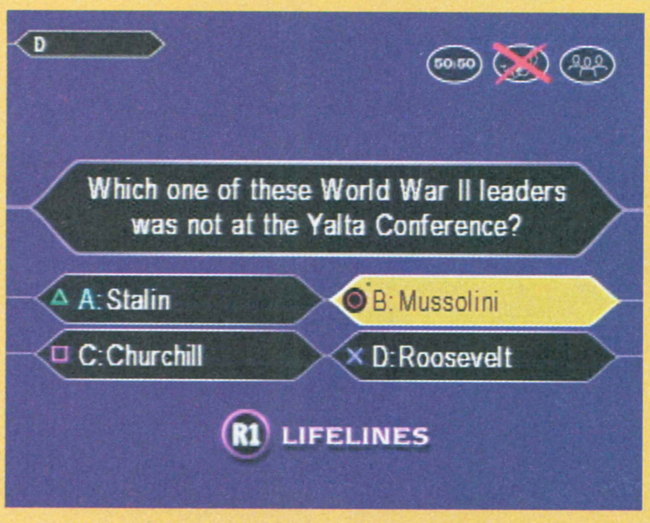
How much high-tech glitz does a video game version of *Wheel of Fortune* need? Very little, according to Hasbro, as this Wheel offers grainy video, bare-bones graphics, and choppy voices. Still, the gameplay somehow captures the spirit of the show, which might just be enough for fans of this TV classic.

Graphics	Sound	Control	Fun Factor
3.0	2.0	4.0	3.5

Publisher: Hasbro Interactive
3 players
ESRB: Everyone
Reviewed in *GamePro*: 2/99

Who Wants To Be a Millionaire 2nd Edition

The game-show sensation that's sweeping the nation naturally had to appear on the PlayStation, and Reege's baby acquits itself admirably. The game's just what you'd expect from the TV show—the only flaw is that it doesn't track answered questions by saving them to a memory card. Hello, repetition!

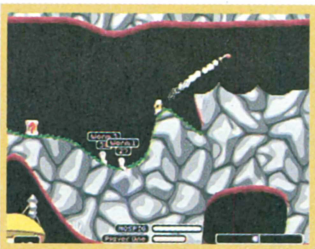


Publisher: Sony
2 players
ESRB: Everyone
Reviewed in *GamePro*: 9/00

Graphics	Sound	Control	Fun Factor
4.0	4.5	4.5	4.0

W.O.R.M.S. Armageddon

In the world of wacky warfare, W.O.R.M.S. is an...er, underground favorite. You lead a squad of wrigglers against wormy enemies in turn-based, point-and-click firefights. The sights and sounds are hilarious with tiny, cartoony worms and goofy audio. If you're a strategy gamer looking for comic relief, you'll dig W.O.R.M.S.

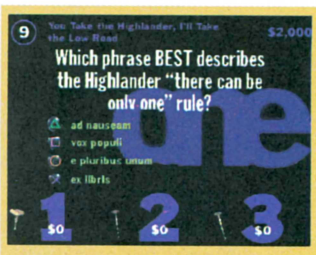


Graphics	Sound	Control	Fun Factor
4.5	5.0	4.0	4.5

Publisher: MicroProse
4 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

You Don't Know Jack

If you've never played a version of this classic PC trivia game, you're missing out on a real treat—and this fine PlayStation offering is a great chance to catch up. The smartass host will bust your gut as he lays out the comical pop-culture trivia challenges, and the competition definitely gets fierce. YDKJ's a classic party game.



Graphics	Sound	Control	Fun Factor
3.5	4.5	4.0	4.5

Publisher: Berkeley Systems
3 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Alundra

Playing as the character Alundra, you enter people's dreams and destroy the nightmarish monsters trying to kill them. Plenty of puzzles, real-time battles, and exploration will keep even the diehard RPG fan busy for days. Great controls and sound help keep the action alive and intense. Don't miss out on this classic.

Graphics	Sound	Control	Fun Factor
3.5	4.5	4.5	4.5

Publisher: Working Designs
1 player
ESRB: Kids-to-Adults
Reviewed in *GamePro*: 2/98

Alundra 2

Playing as the pirate hunter Flint, you must aid a princess in her quest to destroy an evil baron and regain control of the throne. Besides enduring the usual monster battles, you will also have to solve challenging puzzles and play enjoyable mini-games. Alundra 2 is a fun and thrilling ride from start to finish.

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	5.0

Publisher: Activision
1 player
ESRB: Teen
Reviewed in *GamePro*: 5/00

Azure Dreams

Azure Dreams tells of an odd tale where you must venture into a mysterious tower to collect creatures and to woo a love interest—all to help your village. Most of the action takes place in the tower where you fight monsters and discover valuable treasure. Help build your village into a success in this addicting RPG.

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	4.0

Publisher: Konami
1 player
ESRB: Everyone
Reviewed in *GamePro*: 8/98

Brave Fencer Musashi

You must restore peace to Princess Fillet's kingdom by collecting the powers of five mysterious scrolls, solving puzzles, and fighting monsters. Rather than being just a normal adventure, Brave Fencer mixes traditional role-playing elements with button-twitching gameplay. It's fun and captivating; right for all ages.

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	4.5

Publisher: Square EA
1 player
ESRB: Everyone
Reviewed in *GamePro*: 1/99

Breath of Fire III

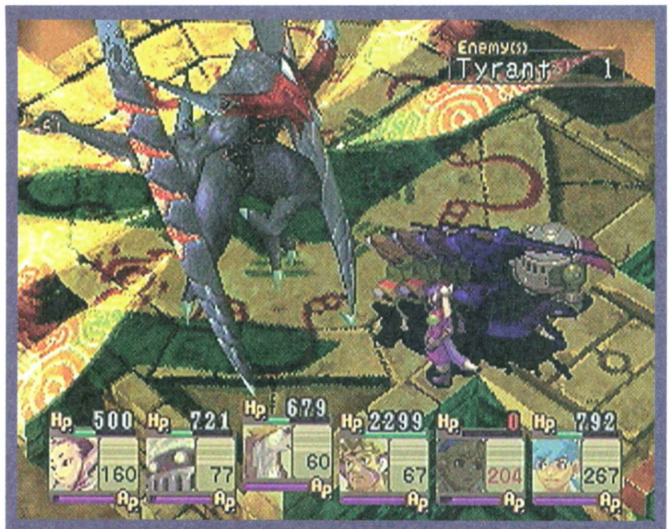
Continuing the famed legacy of the Breath of Fire series, BOFIII has you play as a member of the Brood clan and attempt to decipher the many plot twists and surprises that face you. The game balances well-drawn, detailed graphics with responsive controls. This is one adventure that won't leave you feeling burned.

Graphics	Sound	Control	Fun Factor
4.5	3.5	4.5	5.0

Publisher: Capcom
1 player
ESRB: Teen
Reviewed in *GamePro*: 5/98

Breath of Fire IV

Breath of Fire IV upholds the high-quality standards of Capcom's long-running RPG series. The dark story places you in control of a Dragon-transforming loner who's in search of his roots...but that's just the beginning. Notable refinements include a spell-casting combo system, a six-person battle party, and more.



Publisher: Capcom
1 player
ESRB: Teen
Reviewed in *GamePro*: 1/01

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.0	5.0

Brigandine

This excruciatingly long and unexciting game is about conquering land. Through turn-based combat, you spawn a variety of creatures and send them off to do your bidding. Unpredictable, complicated battles make it difficult to strategize, while disappointing graphics and poor sound lead to a boring quest.

Graphics	Sound	Control	Fun Factor
3.5	2.5	3.5	3.0

Publisher: Atlus
1 player
ESRB: Everyone
Reviewed in *GamePro*: 1/99

Chocobo's Dungeon 2

This simple, plot-free adventure features a Chocobo, a yellow birdlike creature, who traverses countless dungeons—that's it. This simple premise is backed by wonderful visuals and easy controls. The game is definitely geared for younger gamers—seasoned role-playing gamers should pass this one up.

Graphics	Sound	Control	Fun Factor
4.5	2.5	4.0	3.0

Publisher: Square EA
2 players
ESRB: Everyone
Reviewed in *GamePro*: 2/00

Chrono Cross

As the long awaited sequel to Chrono Trigger, Chrono Cross blends an involving story line with strikingly detailed worlds, magnificent melodies, and unforgettable battle scenarios. You play as Serge, who must discover answers to his life as he is inadvertently propelled through time. This RPG can't be missed.

Publisher: Square EA
1 player
ESRB: Teen
Reviewed in *GamePro*: 9/00

Graphics	Sound	Control	Fun Factor
5.0	5.0	4.5	5.0

Deception III: Dark Delusion

Building on the successful premise of the first two Deception games, Dark Delusion puts you in total control of setting up deadly traps to snare enemies. There's actually a story to the game, but the objective always remains the same: Set booby traps and make the people suffer. Its dark gameplay is worth a try.

Graphics	Sound	Control	Fun Factor
4.0	4.5	4.5	4.0

Publisher: Tecmo
1 player
ESRB: Mature
Reviewed in *GamePro*: 4/00

Digimon World

The theme of Digimon may sound very familiar to fans of the raise-your-own-creature genre. The gist: Raise monsters, feed them, house them, and potty train(!) them. Low-quality graphics and sounds only make you hate these clueless creatures even more. For some reason, though, it's popular with the younger gamers.

Graphics	Sound	Control	Fun Factor
2.5	2.5	3.5	2.0

Publisher: Bandai
1 player
ESRB: Teen
Reviewed in *GamePro*: Not Reviewed

Dragon Valor

Dragon Valor is an action-based RPG, where dragons are the menace to a medieval world. Playing as one of nine characters, you must slay the awesome scaled creatures and their followers. Although the controls are intuitive, choppy graphics, an uninspiring soundtrack, and linear gameplay make this an adventure to skip.

Graphics	Sound	Control	Fun Factor
2.5	3.0	4.5	2.5

Publisher: Namco
1 player
ESRB: Teen
Reviewed in *GamePro*: 12/00

Eternal Eyes

Take on the Evil Goddess with a squad of 163 weird creatures called Mappemon that you mold into a formidable fighting force by building their HP and MP skills. The combination of monster ranching with simple RPG gameplay appeals to a young audience. Digimon fans should cast an eye toward Eternal Eyes.

Graphics	Sound	Control	Fun Factor
3.0	3.0	3.5	3.5

Publisher: SunSoft
1 player
ESRB: Everyone
Reviewed in *GamePro*: 9/00

Final Fantasy Anthology

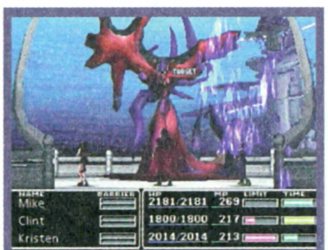
This three-disc set includes Final Fantasy V, which was never released in the U.S., FFVI, and a music CD. Besides the nostalgic replay value and the fantastic story line of both games, polished graphics and added CG cinemas endow this anthology with a high replay value. This is what role-playing is all about.

Graphics	Sound	Control	Fun Factor
3.5	4.0	3.5	5.0

Publisher: Square EA
1 player
ESRB: Teen
Reviewed in *GamePro*: 11/99

Final Fantasy VII

Final Fantasy VII combines a compelling story line, imaginative gameplay, and eye-popping graphics to deliver one of the best 32-bit RPG titles to date. The story involves a mercenary, Cloud Strife, and a band of revolutionaries who are trying to prevent the world's energy from being drained. A must for fans.



Graphics	Sound	Control	Fun Factor
5.0	5.0	5.0	5.0

Publisher: Sony
1 player
ESRB: Teen
Reviewed in *GamePro*: 10/97

Final Fantasy VIII

Continuing the success of FFVII—the masterpiece that set the standard for future RPGs—the next adventure in the Final Fantasy series shows that there is nothing final about this franchise. Everything from its picturesque graphics, moving soundtrack, and engrossing story places FFVIII into the must-have RPG library.

Graphics	Sound	Control	Fun Factor
5.0	5.0	5.0	5.0

Publisher: Square EA
1 player
ESRB: Teen
Reviewed in *GamePro*: 10/99

Final Fantasy IX

Final Fantasy IX bids a fond farewell to the PlayStation with one last epic. Weaving the lives of eight characters into one gripping story, FFIX delivers all the essential elements—diverse action, impressive graphics, a beautiful soundtrack, and simple controls—into one of the top offerings for the 32-bit system.

Graphics	Sound	Control	Fun Factor
5.0	5.0	5.0	5.0

Publisher: Square EA
1 player
ESRB: Teen
Reviewed in *GamePro*: 12/00

Front Mission 3

Front Mission 3 offers an intriguing plot, great high-tech design, and hours of strategic fun. It's a mix of role-playing and strategy where you must build up your giant robots to do battle with enemy forces. Great role-playing character development and smooth controls only add to this addictive, fun game.

Publisher: Square EA
1 player
ESRB: Teen
Reviewed in *GamePro*: 5/00

Graphics	Sound	Control	Fun Factor
4.0	4.5	5.0	4.5

Grandia

There is life after Final Fantasy VIII! Grandia is slamming its way onto the RPG scene with a solid story, excellent gameplay, challenging puzzles, and an appealing cast of characters. With a huge world and an enormous variety of adventures, Grandia is sure to please gamers who hunger for hours of solid gameplay.

Graphics	Sound	Control	Fun Factor
4.0	2.5	5.0	4.5

Publisher: Sony
1 player
ESRB: Everyone
Reviewed in *GamePro*: 12/99

The Granstream Saga

One of the most enjoyable new role-playing games of the year, Granstream Saga will spellbind gamers with its intriguing story line, evil enemies, and frantic fighting action. It seamlessly blends classic RPG elements with those of the action/fighting genre, making Saga a must-buy for gamers.

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	5.0

Publisher: THQ
1 player
ESRB: Teen
Reviewed in *GamePro*: 7/98

Guardian's Crusade

In the end, Guardian's Crusade is an unoriginal, overly clean, straightforward role-playing game that rarely shines, but never really disappoints either. The game's quest will sate hardcore role-playing fans looking for more of the same, but it won't win over those RPG gamers looking for something new and fresh.

Graphics	Sound	Control	Fun Factor
3.5	3.5	4.5	4.0

Publisher: Activision
1 player
ESRB: Everyone
Reviewed in *GamePro*: 5/99

Jade Cocoon: Story of the Tamamayu

Jade Cocoon is here with dazzling graphics, a challenging epic quest, and a two-player arena mode. Hours of exploring and monster-mixing lie ahead for discerning gamers. The Arena mode enables you to play against a friend's monsters and ensures that this game won't be gathering dust any time soon.

Publisher: Crave Entertainment
2 players
ESRB: Teen
Reviewed in *GamePro*: 9/99

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.0	4.5

Kagero: Deception II

Combining the 3D adventure of Tomb Raider with the devilish, strategic challenge reminiscent of Bomberman, Kagero: Deception II isn't really comparable to anything other than its predecessor, Tecmo's Deception. The game is fun, but probably not a title to keep playing for very long. It's definitely worth a rental.

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	4.0

Publisher: Tecmo
1 player
ESRB: Mature
Reviewed in *GamePro*: 12/98

Kartia: The Word of Fate

Kartia, from the creators of Persona, adds some unique twists to the strategy genre while offering the same great gameplay originally established in Final Fantasy Tactics. If you're a role-playing freak who enjoys strategically moving troops on maps and fighting wars with your mind, Kartia is the perfect game for you.

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.5	4.0

Publisher: Atlus
2 players
ESRB: Everyone
Reviewed in *GamePro*: 9/98

King's Field

King's Field is a hapless first-person role-playing game that's hampered by slow movement, unfair matchups against enemies, and dull gameplay. Chasing monsters is one thing, but chasing them in slow motion while they speed up to kill you is another matter entirely. It turns out this field just isn't very fun.

Graphics	Sound	Control	Fun Factor
4.0	3.0	3.0	3.0

Publisher: ASCII
1 player
ESRB: Kids-to-Adults
Reviewed in *GamePro*: 4/96

King's Field II

This sequel might have larger maps and more complex enemies than in the original King's Field, but the slow movements and dull gameplay that killed the first game remain the same. Battles are still unfair, as even the smallest enemies take forever to dispatch. King's Field II is frustrating, even for a rental.

Graphics	Sound	Control	Fun Factor
4.0	3.5	3.0	3.0

Publisher: ASCII
1 player
ESRB: Kids-to-Adults
Reviewed in *GamePro*: 12/96

Koudelka

Koudelka is a luminous, gothic tapestry with glorious prerendered backgrounds and beautiful cinematic cut-scenes. Developed by a group of ex-SquareSoft employees, Koudelka showcases the same impressive visual appeal of that RPG studio. It also carves out enough of its own niche to be a worthwhile adventure.

Graphics	Sound	Control	Fun Factor
4.5	3.5	4.5	4.0

Publisher: Infogrames
1 player
ESRB: Mature
Reviewed in *GamePro*: 9/00

The Legend of Dragoon

After three years in the making, Dragoon arrives in the RPG arena with an epic tale taking players on an unforgettable four-CD journey. The powerful story of equality and tolerance, a great cast, gorgeous locations and cut-scenes, and an enjoyable battle system work together to create an instant classic.

Graphics	Sound	Control	Fun Factor
5.0	5.0	5.0	5.0

Publisher: Sony
1 player
ESRB: Teen
Reviewed in *GamePro*: 8/00

Legend of Legaia

Legend of Legaia mixes traditional RPG components with fighting game tactics to provide gamers with an innovative, action-packed masterpiece. Its awesome graphics, refreshingly innovative Tactical Arts System, and deep story line make it one of the best RPGs. If you're an RPG fan, you must have this game.

Graphics	Sound	Control	Fun Factor
5.0	4.5	5.0	5.0

Publisher: Sony
1 player
ESRB: Everyone
Reviewed in *GamePro*: 5/99

Legend of Mana

SquareSoft takes a walk on the enchanted side with the delightful fairy tale, Legend of Mana. It may look cute and cuddly, but this challenging game is chock full of stories and puzzles. Legend of Mana plays as a series of interwoven fables that slowly tell the bigger story. How it all ends is ultimately up to you.

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.0	4.0

Publisher: Square EA
2 players
ESRB: Teen
Reviewed in *GamePro*: 6/00

Lunar: Silver Star Story Complete

RPGers have been eagerly awaiting a PlayStation version of the Sega CD classic Lunar: The Silver Story, but this game definitely shows its age. Many other games now surpass Lunar in quality, style, and substance. Even if you're a fan of the Sega CD version, this game is only worth a nostalgic rental.

Publisher: Working Designs
1 player
ESRB: Teen
Reviewed in *GamePro*: 7/99

Graphics	Sound	Control	Fun Factor
3.0	3.0	3.0	2.5

Magic: The Gathering—Battlemage

Battlemage is an unwieldy real-time strategy game, whose character universe and combat system are loosely based on the Magic card games. The controls are too sluggish to manage the deep-but-complex spell-casting system, and the overhead gameplay visuals are just ugly. Magic card players will be displeased.

Graphics	Sound	Control	Fun Factor
3.0	3.0	3.0	2.0

Publisher: Acclaim
2 players
ESRB: Teen
Reviewed in *GamePro*: Not Reviewed

Parasite Eve

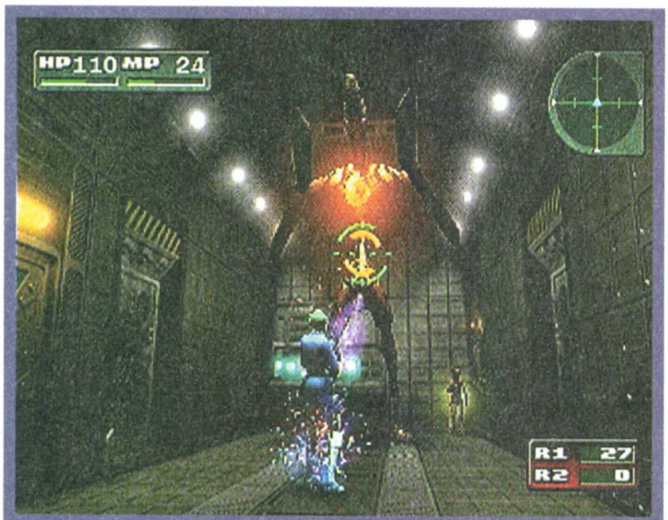
Square took some great elements from its diverse titles and came up with Parasite Eve, a game that defies the standard, breaking some new ground in cinema-influenced RPGs. Parasite Eve will leave you thrilled, chilled, and a little hungry for more gameplay, but it's well worth the price of admission.

Graphics	Sound	Control	Fun Factor
4.5	4.0	4.5	4.5

Publisher: Square EA
1 player
ESRB: Teen
Reviewed in *GamePro*: 9/98

Parasite Eve II

Heat-packing, spell-casting babe-cop Aya Brea makes her long-awaited return in Parasite Eve II. The game delivers the goods for a decent action title, but also lacks some key unique aspects of its predecessor and feels less like an RPG. Fans of the original Parasite Eve won't be heartbroken, only disappointed.



Publisher: Square EA
1 player
ESRB: Mature
Reviewed in *GamePro*: 10/00

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.0	4.0

Rhapsody: A Musical Adventure

Rhapsody is a charming game that will entertain casual role-playing gamers with its lighthearted fairy-tale story and its many traditional RPG elements. If you're a beginner looking for a role-playing game to try, this hits all the right notes; if you're a serious dungeon hack, it will leave you wanting much more.

Graphics	Sound	Control	Fun Factor
3.0	2.5	4.0	3.5

Publisher: Atlus
1 player
ESRB: Everyone
Reviewed in *GamePro*: 7/00

Romance of the Three Kingdoms VI

Based on an ancient Chinese historical novel, Romance of the Three Kingdoms VI plunges you into the politics of 2nd Century China. There is no video game series broader in historical scope or more ambitious in its attempt to combine military strategy, political espionage, and agricultural resources management. Fans will love it.

Graphics	Sound	Control	Fun Factor
3.5	3.0	4.0	4.0

Publisher: Koei
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 3/00

RPG Maker

Despite the promising concept, all RPG Maker creates is an unbearable experience. You oversee every aspect of your epic adventure, from environment construction to monster creation. However, dismal visuals, aggravating gameplay, and an infuriating control system quickly drain your creative juices. Avoid this one.

Graphics	Sound	Control	Fun Factor
1.0	1.5	2.0	1.5

Publisher: Agetec
1 player
ESRB: Everyone
Reviewed in *GamePro*: 8/00

SaGa Frontier

SaGa Frontier takes you back to the old days of RPGs: lots of battle time; cool spells and weapons; and a mysterious, but engaging, story line. You can play as one of seven characters, each with a fully playable scenario. Although SaGa is overly difficult at times and the controls take practice to master, it's a worthy quest.

Graphics	Sound	Control	Fun Factor
5.0	4.5	4.5	5.0

Publisher: Sony
1 player
ESRB: Teen
Reviewed in *GamePro*: 5/98

SaGa Frontier 2

With its exceptionally deep story line and superb gameplay, SaGa Frontier 2 will appeal to sword-wielders everywhere. You guide several characters through individual story lines that weave together to tell an epic tale set against excellent, hand-painted watercolor backdrops populated by traditional 2D sprites.

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.5	4.5

Publisher: Square EA
1 player
ESRB: Teen
Reviewed in *GamePro*: 2/00

Shadow Madness

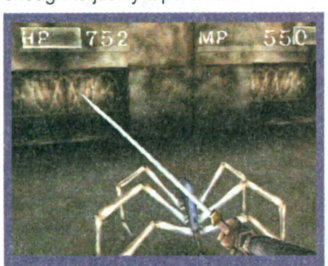
Shadow Madness is geared more toward the hardcore RPG gamer, with its excessive text menus and unexciting, sparse action. You and fellow travelers scour the land for the cure to a plague, while solving puzzles, defeating monsters, and completing side quests along the way. A solid offering, but nothing more.

Graphics	Sound	Control	Fun Factor
4.0	4.5	4.0	4.0

Publisher: Crave Entertainment
1 player
ESRB: Teen
Reviewed in *GamePro*: 5/99

Shadow Tower

Although labeled as an RPG, Shadow Tower is more of a first-person hack-n-slasher set in a fantasy world. An uninteresting story coupled with sluggish controls makes for a wretched one-player experience. The two-player head-to-head mode is Tower's only saving grace, but this mode isn't enough to justify a purchase.



Graphics	Sound	Control	Fun Factor
3.0	2.0	2.0	2.5

Publisher: Agetec
2 players
ESRB: Teen
Reviewed in *GamePro*: 12/99

Star Ocean: The Second Story

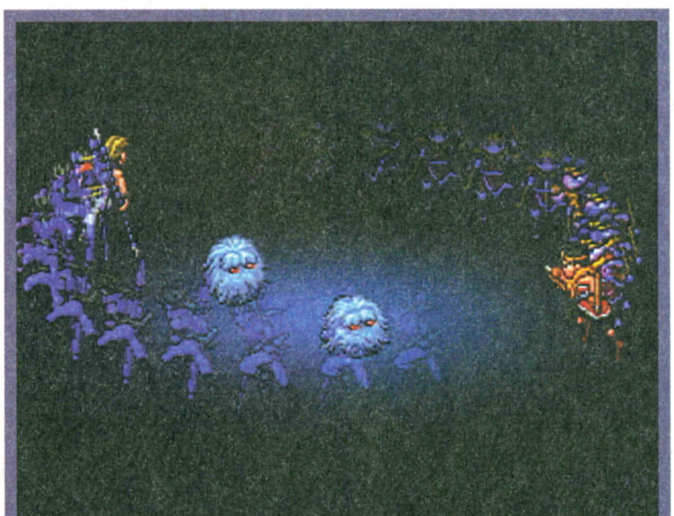
Star Ocean succeeds on the strength of its compelling characters and a winding plot that makes you feel like you've entered a real world. Ocean is truly an epic quest with its two playable characters and over 80 possible endings, but the confusing navigation and the audio/visual package are a disappointing mess.

Graphics	Sound	Control	Fun Factor
3.5	1.5	4.0	4.0

Publisher: Sony
1 player
ESRB: Everyone
Reviewed in *GamePro*: 7/99

Suikoden II

The original Suikoden was one of the first PlayStation RPGs and a hit with fans. You play a hunted rebel imperial out to rescue his sister from an evil general as flawless controls guide you through the various locales. However, Suikoden II's dated story line, bland characters, and excessive battles derail the fun.



Graphics	Sound	Control	Fun Factor
3.0	2.5	5.0	2.5

Publisher: Konami
1 player
ESRB: Teen
Reviewed in *GamePro*: 11/99

Tactics Ogre

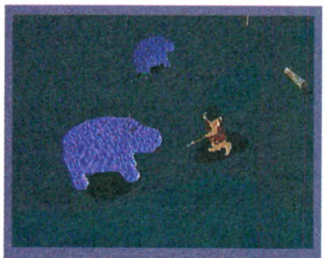
RPG fans looking for a challenging experience with a war-sim twist should try Tactics Ogre, a fun game that rewards you for thinking. By combining traditional RPG elements (a rich story line and building levels) with war sims (moving troops around gridded maps), these Tactics offer hours of strategic gaming.

Publisher: Atlus
1 player
ESRB: Teen
Reviewed in *GamePro:* 3/98

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.5	4.5

Tail of the Sun

Tail of the Sun is an offbeat game that has you guiding a band of cave people, one person at a time, on a journey of evolution and discovery. Your main activities are eating and hunting as you build your mental and physical power while collecting mammoth tusks. If you're open to weird action, chase this Tail.



Graphics	Sound	Control	Fun Factor
3.5	3.5	3.0	4.0

Publisher: Sony
1 player
ESRB: Kids to Adults
Reviewed in *GamePro:* 7/97

Tales of Destiny

With its bare-bones graphics, awkward controls, and wandering story line, Tales of Destiny tumbles to the bottom of the RPG barrel. It doesn't have eye candy, a mystery to unravel, or any mind-boggling challenge to overcome. Tales is just a matter of wandering around until you end up in the right location.

Graphics	Sound	Control	Fun Factor
2.0	3.5	2.0	2.5

Publisher: Namco
1 player
ESRB: Everyone
Reviewed in *GamePro:* 11/98

Thousand Arms

Thousand Arms has excellent RPG elements: a vast, detailed 3D polygonal world; killer puzzles; a topnotch story line; weapons to power up; and... dating. Playing as Meis, a ladies' man and apprentice blacksmith, you engage in battle and woo the ladies to obtain killer weapons. This RPG is worth courting.

Graphics	Sound	Control	Fun Factor
4.0	3.0	3.0	4.5

Publisher: Atlus
1 player
ESRB: Teen
Reviewed in *GamePro:* 11/99

Threads of Fate

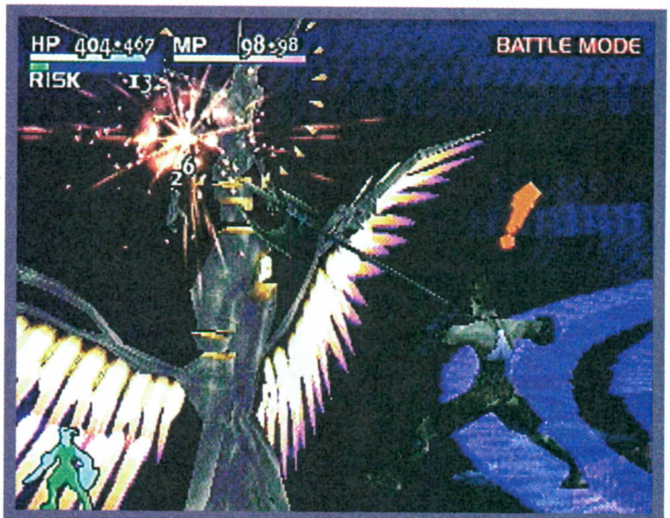
Threads of Fate may appeal to younger adventurers with its easy challenges, but the game sorely lacks innovation or fun gameplay. Playing as one of two shape-shifting characters (with identical story lines), you explore several linear dungeons and engage in real-time battles. These Threads are for beginners only.

Graphics	Sound	Control	Fun Factor
3.0	3.5	3.0	2.5

Publisher: Square EA
1 player
ESRB: Everyone
Reviewed in *GamePro:* 8/00

Vagrant Story

Vagrant Story successfully combines elements of Final Fantasy VIII with Parasite Eve for a roller-coaster ride of a game. You play as Ashley, a bounty hunter in pursuit of an evil magician. With an awesome skill-based combo-fighting system, tons of weapons, and huge dungeons, this Story can't be missed.

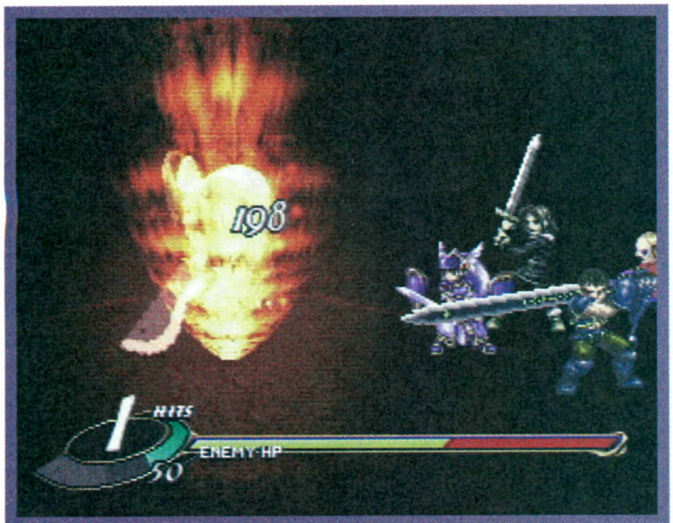


Publisher: Square EA
1 player
ESRB: Teen
Reviewed in *GamePro:* 6/00

Graphics	Sound	Control	Fun Factor
5.0	5.0	5.0	5.0

Valkyrie Profile

Valkyrie Profile puts you in control of Valkyrie, a goddess who must recruit and train humans before sending them off to war. Valkyrie's unique time-based combo attacks are a refreshing departure from the usual turn-based combat of other RPGs, but the squashed characters diminish the visual impact.



Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	4.0

Publisher: Enix
1 player
ESRB: Teen
Reviewed in *GamePro*: 10/00

Vandal-Hearts II

Vandal-Hearts II's weak story and not-so-great graphics are easily overcompensated for by the game's extremely addictive battles. You'll fight on ¾ grids, where you can move the camera 360 degrees, so nothing escapes your view. Fans of Final Fantasy Tactics and Tactics Ogre will find Hearts II a worthy quest.

Graphics	Sound	Control	Fun Factor
3.0	2.0	5.0	4.5

Publisher: Konami
1 player
ESRB: Mature
Reviewed in *GamePro*: 1/00

Vanguard Bandits

Fans of Tactics Ogre and Final Fantasy Tactics will undoubtedly enjoy Vanguard Bandits, another similar-themed grid RPG strategy game. Although the turn-based fighting can become tedious and the monotonous music quickly grinds on the nerves, the game's intriguing story line and anime cinema cut-scenes add variety.

Graphics	Sound	Control	Fun Factor
3.5	2.5	4.5	3.5

Publisher: Working Designs
1 player
ESRB: Teen
Reviewed in *GamePro*: Not Reviewed

Warhammer: Dark Omen

Unless you're a huge fan of the Warhammer franchise, avoid this bleak title at all cost. A real-time strategy game without the strategy, Dark Omen looks like it was thrown together during a four-day weekend. The graphics aren't worthy of a 16-bit title, while the bare-bones dialogue and music doesn't help either.

Graphics	Sound	Control	Fun Factor
1.0	3.0	1.5	1.0

Publisher: Electronic Arts
1 player
ESRB: Teen
Reviewed in *GamePro*: 5/98

Wild Arms 2

Wild Arms 2 returns to classic role-playing style where story and character-building are at the heart of the gameplay. Arms 2 puts you in control of three heroes who have been chosen to unite the people of the planet in order to save the world from an evil force. A worthy sequel that's fun to play.

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.5	4.0

Publisher: Sony
1 player
ESRB: Everyone
Reviewed in *GamePro*: 7/00

Xenogears

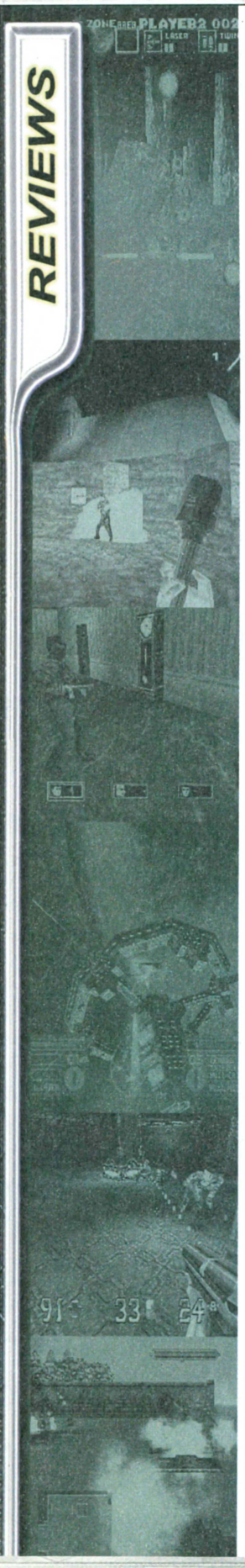
Xenogears combines the Japanese love of giant robots with the tried-and-true role-playing elements we've come to expect from epic PlayStation games. Unfortunately, 'Gears grinds to a halt with a boring, slug-paced, and confusing story line that leaves you to wander around aimlessly. A major disappointment from Square.

Graphics	Sound	Control	Fun Factor
4.0	3.5	3.5	2.5

Publisher: SquareSoft
1 player
ESRB: Teen
Reviewed in *GamePro*: 12/98

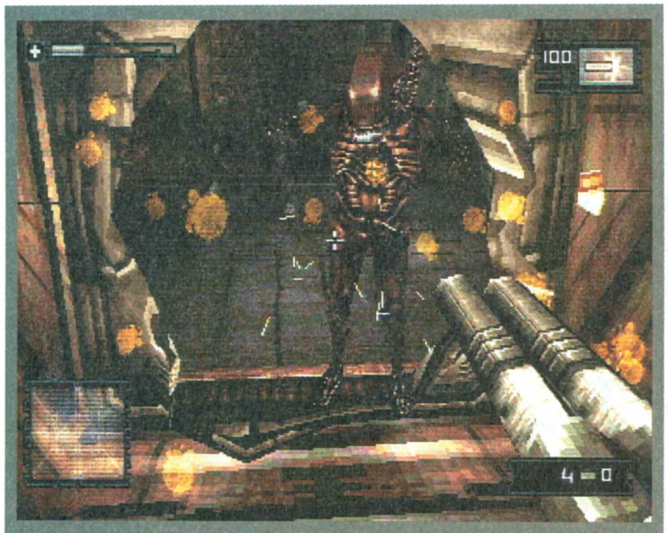
REVIEWS

SHOOTING



Alien Resurrection

The first-person shooter based on the *Alien Resurrection* movie finally arrives, and while it's a step up from Alien Trilogy, on the whole, it's just okay. As one of four different characters, you blast through a wrecked space station. The mouse-supported controls are a plus, but the blocky visuals dull the impact.



Publisher: Fox Interactive
1 player
ESRB: Mature
Reviewed in *GamePro*: 11/00

Graphics	Sound	Control	Fun Factor
3.5	3.5	4.5	3.5

Armorines: Project S.W.A.R.M.

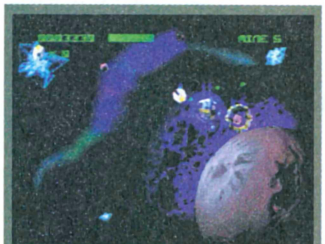
Armorines: Project S.W.A.R.M. straps you into futuristic armor and weaponry, preparing you to fend off an alien invasion. Although S.W.A.R.M. provides an interesting story line and a cool concept, the clunky controls and rough first-person graphics may dissuade most gamers from joining this fight.

Graphics	Sound	Control	Fun Factor
2.5	2.5	2.0	2.5

Publisher: Acclaim
2 players
ESRB: Teen
Reviewed in *GamePro*: Not Reviewed

Asteroids

This updated version of your father's favorite video game simply dresses up the familiar formula, but polygonal asteroids and cool lighting effects replace the old vector graphics. Also, the hyperspace and thrust now offer pinpoint analog response and rumbling feedback. Nonetheless, it's still the same game with the same name.



Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	3.5

Publisher: Activision
2 players
ESRB: Everyone
Reviewed in *GamePro*: 2/99

BattleTanx: Global Assault

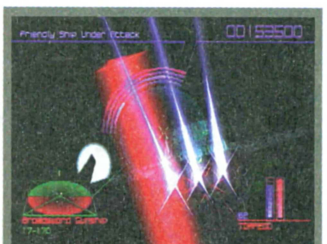
BattleTanx: Global Assault is an addictive, post-apocalyptic tank shooter filled with explosive mayhem and destruction. You control 13 types of tanks in 40 detailed 3D environments. Cool explosions, good sound effects, and easy controls add to the fun. If you like fast action and blowing stuff up, BTGA is a blast.

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.5	4.5

Publisher: 3DO
2 players
ESRB: Teen
Reviewed in *GamePro*: 4/00

Blast Radius

Blast Radius is Colony Wars "lite." It's a visually interesting space shooter that's heavy on firepower but short on the multiple objectives and engaging story that made Colony Wars a success. Decimating everything in your path is your only occupation, but if you want a quick fix in space shooting, you'll enjoy Blast Radius.

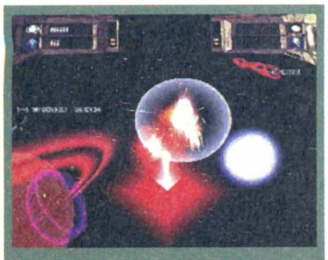


Graphics	Sound	Control	Fun Factor
4.0	4.0	4.5	2.5

Publisher: Psygnosis
2 players
ESRB: Everyone
Reviewed in *GamePro*: 4/99

Colony Wars

The PlayStation finally scored an excellent space shooter with Colony Wars, a sci-fi epic packed with high-octane dogfights and graphics that will make you drool. The 70 branching missions, in which you guard convoys and destroy spaceports and huge capital ships, offer plenty of replay value. Sci-fi fans: Don't miss this.

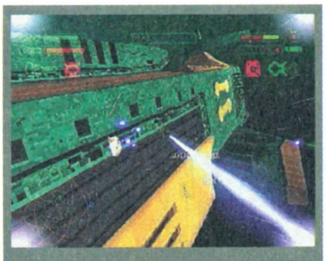


Graphics	Sound	Control	Fun Factor
5.0	4.5	4.5	5.0

Publisher: Psygnosis
1 player
ESRB: Kids-to-Adults
Reviewed in *GamePro:* 11/97

Colony Wars: Vengeance

This sequel to Colony Wars rocks outer space with adrenaline-drenched action, lavish visuals, silky controls, and a rich story line. The controls are easy to learn, and the glorious mayhem of the dogfights will glue you to the screen. New touches like afterburners and a target-leading crosshair add to the game's depth.

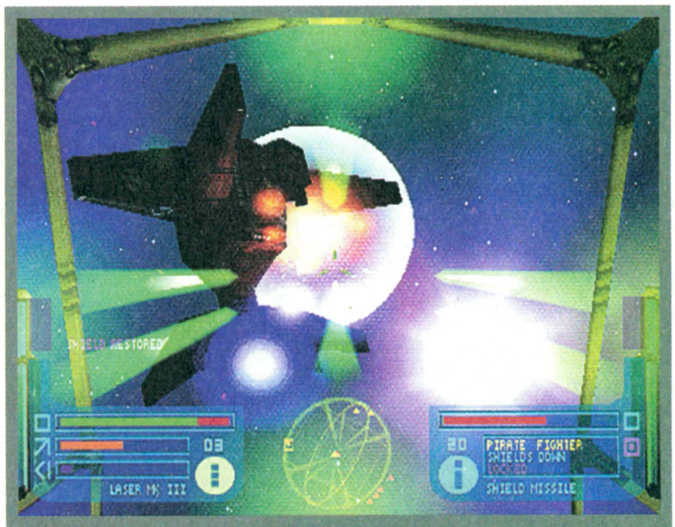


Graphics	Sound	Control	Fun Factor
5.0	4.5	5.0	5.0

Publisher: Psygnosis
1 player
ESRB: Everyone
Reviewed in *GamePro:* 11/98

Colony Wars III: Red Sun

Colony Wars III: Red Sun could have been the best of this fine series of space combat games, but it isn't. If you have a lot of patience, Red Sun's space combat will shine, but a muddled story and a difficult learning curve cause more interference than a solar flare. Plus, the later missions are absurdly difficult.



Publisher: Midway Home Entertainment
1 player
ESRB: Everyone
Reviewed in *GamePro:* 4/00

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.5	3.5

Doom: Special PlayStation Edition

This version combines most of the levels from the PC's Ultimate Doom and Doom II with some originals. The stages and monsters sport frightening detail, although the graphics distort into a mass of pixels. Throw in excellent music and perfect controls, and you have one of the best games for the PlayStation to date.

Graphics	Sound	Control	Fun Factor
5.0	5.0	5.0	5.0

Publisher: Midway Home Entertainment
2 players (with link cable)
ESRB: Mature
Reviewed in *GamePro:* 12/95

Duke Nukem: Total Meltdown

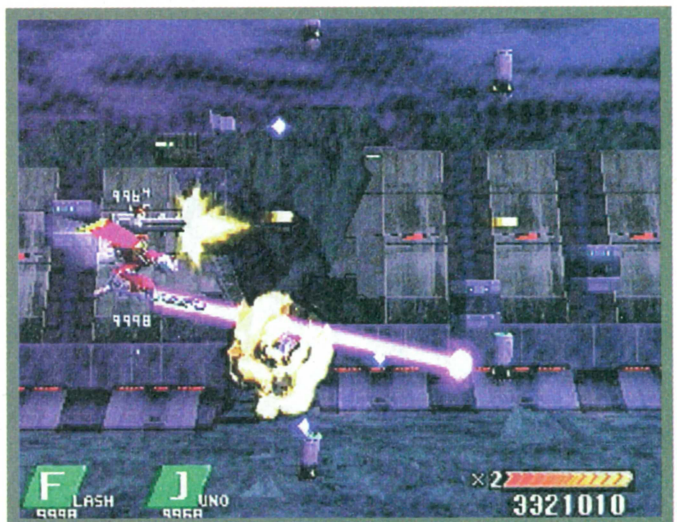
Duke Nukem finally lands on the PlayStation with a raunchy kill-em-and-smile attitude and solid gameplay. Unfortunately, frame rate and control problems bring the fun down a notch. Still, the intense action, huge levels, great sound effects, and disgusting alien monsters will keep corridor-shooter fans satisfied.

Graphics	Sound	Control	Fun Factor
3.0	4.5	4.0	4.0

Publisher: GT Interactive
2 players
ESRB: Mature
Reviewed in *GamePro:* 3/98

Einhänder

Einhänder is the PlayStation's first good side-scrolling shooter, with an excellent blend of arresting graphics and thumb-busting action. You pilot one of three spaceships through several levels, collect weapons, and face huge bosses in this old-school shooter. While not the deepest game, it still offers a great ride.



Publisher: Sony
1 player
ESRB: Everyone
Reviewed in *GamePro:* 6/98

Graphics	Sound	Control	Fun Factor
4.5	5.0	5.0	4.5

Elemental Gearbolt

Using either a light-gun accessory or a regular controller, you shoot your way through six fantasy levels filled with mysterious creatures and intense action. The only drawback is that the game is too short—veterans of the genre can breeze through the game in no time. Nevertheless, Gearbolt's a commendable shooter.

Graphics	Sound	Control	Fun Factor
3.0	4.0	5.0	4.0

Publisher: Working Designs
2 players
ESRB: Teen
Reviewed in *GamePro*: 9/98

Forsaken

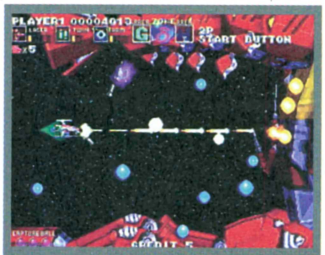
Scrounge for lost riches as you ride an air bike on a futuristic Earth. Don't let the sharp environmental details fool you—Forsaken is a poorly devised game with confusing levels, complicated controls, and unappealing sound effects. First-person action has never been so poor. For your own sake, skip this title at all costs.

Graphics	Sound	Control	Fun Factor
3.5	2.5	1.5	2.0

Publisher: Acclaim
2 players
ESRB: Mature
Reviewed in *GamePro*: 6/98

G. Darius

G. Darius is a welcome offering to the PlayStation's sparse field of 2D side-scrolling, old-school space shooters. With the easy controls, you take to the stars in one of two spacecraft through dazzling universes as you blow the snot out of anything that comes in range. Even though it lacks depth, this is one shooter full of action.



Graphics	Sound	Control	Fun Factor
4.0	3.0	4.0	4.0

Publisher: THQ
2 players
ESRB: Everyone
Reviewed in *GamePro*: 10/98

Ghost in the Shell

Those looking for a true video game depiction of the anime of the same name will be disappointed. Ghost in the Shell is just a decent shooter where you control a tanklike vehicle and must blast through 12 levels, destroying a variety of mechanized enemies. There's simply nothing special about this simple shooter.

Graphics	Sound	Control	Fun Factor
3.0	3.0	4.0	3.5

Publisher: THQ
1 player
ESRB: Kids-to-Adults
Reviewed in *GamePro*: 11/97

G Police

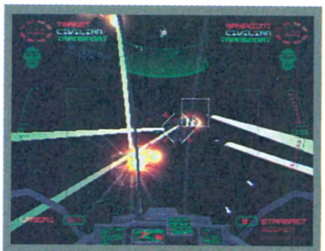
Soaring gameplay is the key to this futuristic shooter. As a member of the G Police, you must take out the criminal element in your town with the use of a hover jet. Severe draw-in problems and difficult controls are the only drawbacks to this exemplary shooter. Still, if you want a pleasant firefight, join the G Police.

Publisher: Psygnosis
1 player
ESRB: Kids-to-Adults
Reviewed in *GamePro*: 11/97

Graphics	Sound	Control	Fun Factor
3.5	4.0	3.5	4.0

G Police: Weapons of Justice

Besides the large surplus of missions and four types of vehicles you can control, nothing much has changed in this G Police entry. The game still features poor visuals—especially deplorable draw-in—and horrible controls. Even fans of the first G Police will be disappointed; this isn't even worth an honorable mention.



Graphics	Sound	Control	Fun Factor
1.5	3.5	2.5	2.5

Publisher: Psygnosis
1 player
ESRB: Teen
Reviewed in *GamePro*: 11/99

Grudge Warriors

Gang warfare takes on a new form: a one-on-one vehicle race to destroy your opponent's generators or the opponent himself. Unfortunately, after experiencing the poor graphics, endlessly annoying tire squeals, and routine subpar gameplay, the only grudge war you'll want to take up is with the game itself.

Graphics	Sound	Control	Fun Factor
2.0	2.0	2.0	2.0

Publisher: Take 2 Interactive
2 players
ESRB: Teen
Reviewed in *GamePro*: Not Reviewed

Iron Soldier 3

You pilot Iron Soldier, a 42-foot-tall robot, through 25 missions as you try to squash evil global corporations that are trying to overthrow democracy. Eye-popping weather effects and thunderous explosions fill every corner of the game. Unfortunately, complicated controls hinder your assault toward a perfect world.

Graphics	Sound	Control	Fun Factor
4.0	3.5	3.0	4.0

Publisher: Vatical Entertainment
2 players
ESRB: Teen
Reviewed in *GamePro*: 9/00

Judge Dredd

This Guncon-using video game adaptation of the popular movie starring Sylvester Stallone pits the "Judge" against a madman holding City Hall hostage. Unfortunately, clunky graphics make it difficult to judge exactly who and what to exact justice onto, condemning this shooter to a sentence of low scores.

Graphics	Sound	Control	Fun Factor
1.5	2.0	2.5	1.5

Publisher: Gremlin Interactive
2 players
ESRB: Teen
Reviewed in *GamePro*: Not Reviewed

Jumping Flash! 2

Jumping Flash! hops back for more first-person, hop-n-shoot action in this excellent sequel. JF!2 adds new elements like underwater travel and the ability to ride different objects, including an awesome roller coaster that speeds you around the screen. While the game's six worlds are too short, JF!2 is still a worthy sequel.

Graphics	Sound	Control	Fun Factor
4.5	4.0	4.0	4.0

Publisher: Sony
1 player
ESRB: Kids-to-Adults
Reviewed in *GamePro*: 10/96

Maximum Force

This is one of the few games that support a system's light-gun accessory—but that's not saying much for Maximum Force. The gameplay involves the normal shoot-em-up style of capping off street thugs, goons, and terrorists. The action quickly gets boring as the game features the same repetitive premise on each level.

Graphics	Sound	Control	Fun Factor
3.0	4.0	2.5	2.5

Publisher: Midway Home Entertainment
2 players
ESRB: Mature
Reviewed in *GamePro*: 11/97

Medal of Honor

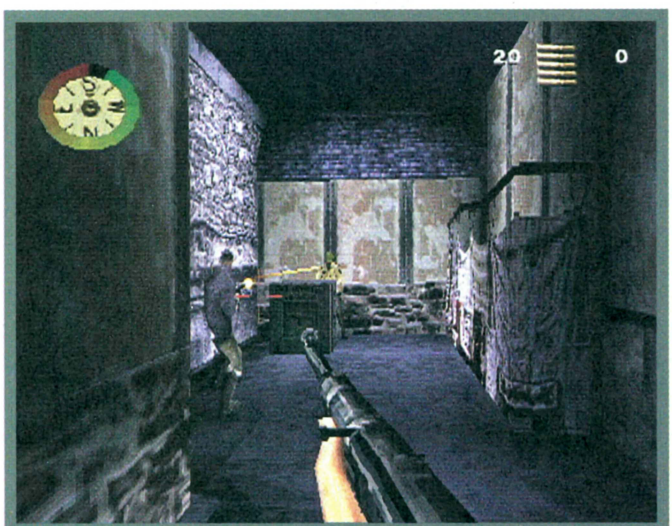
Medal of Honor's captivating gameplay and spellbinding graphics and sounds make it a must-play battle. Taking place during WWII, you play as an OSS operative who infiltrates enemy territory, wiping out any Nazi who crosses you. Based on actual historic WWII records, this first-person shooter is a must-have.

Graphics	Sound	Control	Fun Factor
5.0	5.0	5.0	5.0

Publisher: Electronic Arts
2 players
ESRB: Teen
Reviewed in *GamePro*: 12/99

Medal of Honor Underground

When a game seamlessly immerses you in a setting—like Underground does—you know you've found something special. Following the smashing success of the original World War II shooter, Underground delves into the French Resistance and comes up with one of the year's best games. Don't miss it!



Graphics	Sound	Control	Fun Factor
4.5	5.0	5.0	5.0

Publisher: Electronic Arts
2 players
ESRB: Teen
Reviewed in *GamePro*: 11/00

N_2O: Nitrous Oxide

N_2O is a head-trippin', mind-blowin', psychedelic-powered shooter that will melt your eyes and your eardrums. In this essentially more detailed, albeit less speedy, version of Tempest 2000, you speed through several bug-filled landscapes with orders to blast anything that moves. A great shooter that's a must for fans of the genre.

Graphics	Sound	Control	Fun Factor
4.0	5.0	4.5	4.5

Publisher: Fox Interactive
2 players
ESRB: Teen
Reviewed in *GamePro*: 8/98

Omega Boost

Omega Boost delivers a good-looking, adrenaline-charged shooter with an intriguing story line. However, Boost runs a fine line between fun and chaos, with slick visuals and frenzied action. Piloting a mech, you take to the skies for 19 missions where the only objective is to basically blast everything that moves.

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	3.5

Publisher: Sony
1 player
ESRB: Everyone
Reviewed in *GamePro*: 11/99

Point Blank 2

Point Blank 2 is all about silly-but-challenging target shooting; you shed no blood as you blast the wool off sheep, match animal sounds to animal targets, and much more. The variety of shooting games and two-player contests add flair, but the rudimentary graphics and annoying sounds make this a rental-only title.

Graphics	Sound	Control	Fun Factor
2.5	2.0	4.0	3.5

Publisher: Namco
2 players
ESRB: Teen
Reviewed in *GamePro*: 5/99

Quake II

Quake II is a topnotch corridor shooter that should be a part of any corridor-shooter collection. As a space marine who crash-lands on a hostile planet, you must blast through 19 objective-based missions while using a variety of deadly weapons. You can even engage up to four of your friends in 12 multiplayer levels.

Graphics	Sound	Control	Fun Factor
3.5	4.5	3.5	4.5

Publisher: Activision
4 players (with multitap)
ESRB: Mature
Reviewed in *GamePro*: 1/00

Rainbow Six

A port of its popular PC counterpart, Rainbow Six's novel idea is quickly assassinated by confusing controls and poor graphics. As the leader of a three-man antiterrorist squad—you can switch between members at will—you'll find Six's action more realistic than that of most corridor shooters, where one-hit kills are the norm.

Graphics	Sound	Control	Fun Factor
2.0	3.5	1.5	1.5

Publisher: Red Storm
1 player
ESRB: Teen
Reviewed in *GamePro*: Not Reviewed

Resident Evil Survivor

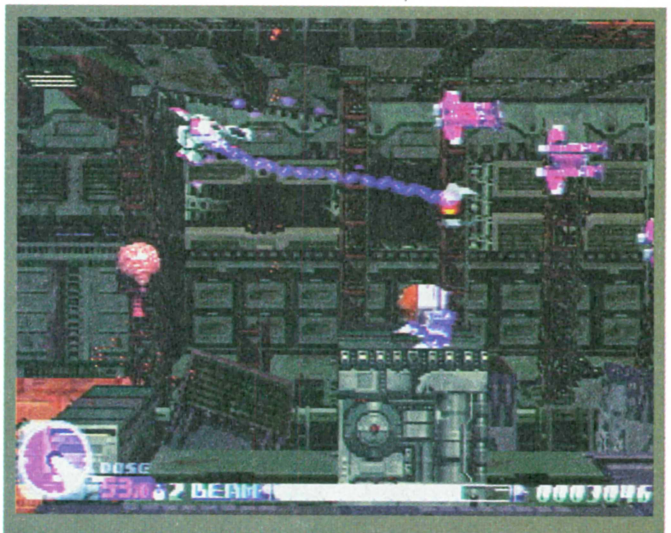
Resident Evil Survivor easily ranks as the worst game in the series. Using a first-person view, you play an amnesia-stricken hero who must collect weapons and defeat monsters in order to survive. Survivor's clunky interface and lame story do no favors for the already established high-quality standards of the RE series.

Graphics	Sound	Control	Fun Factor
3.0	3.5	3.0	2.0

Publisher: Capcom
1 player
ESRB: Mature
Reviewed in *GamePro*: 12/00

R-Type Delta

R-Type Delta shatters the myth that 2D side-scrolling shooters have no place on the PlayStation. Created exclusively for the 32-bit system, Delta rocks with stellar graphics, addictive gameplay, and dynamite sounds. Delta also ups the replay value with hidden goodies you can acquire only by finishing the game.

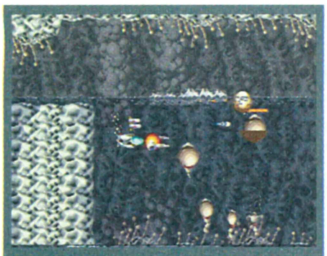


Graphics	Sound	Control	Fun Factor
4.5	4.0	4.5	4.0

Publisher: Agetec
1 player
ESRB: Everyone
Reviewed in *GamePro*: 8/99

R-Types

R-Types is a compilation of two R-Type shooter titles—R-Type and R-Type II. Although two games in one package adds value, both titles show their age and are only for diehard fans of the R-Type series. If you're in the market for a side-scrolling blast-em-up, you should check out R-Type Delta or Einhänder.



Graphics	Sound	Control	Fun Factor
3.0	2.0	4.0	3.5

Publisher: ASCII
2 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

South Park

Fans of the *South Park* series will find that this offering isn't too bad. Playing as one of four characters from the cartoon series, you blast through several levels—via a first-person view—using weapons like snowballs and toilet plungers. The graphics and sounds remain true to the series, but repetitive gameplay gets old quickly.

Graphics	Sound	Control	Fun Factor
3.0	3.0	3.5	3.0

Publisher: Acclaim
2 players
ESRB: Mature
Reviewed in *GamePro*: Not Reviewed

Space Invaders

Take a classic arcade game, give it some 3D graphics and flashy visuals, and what do you have? A boring 32-bit shooter that should've stayed in the stone age. Although this Space Invaders adds a few new elements to the classic's shooter engine—like power-ups and bosses—the shallow gameplay brings on boredom.

Graphics	Sound	Control	Fun Factor
2.5	2.5	4.5	2.5

Publisher: Activision
2 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Star Wars: Dark Forces

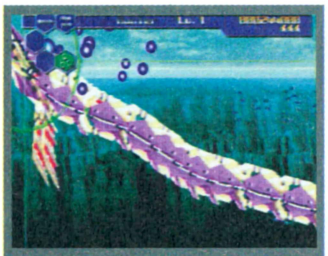
A port of the PC title, Star Wars: Dark Forces gets an "A" for effort, but choppy gameplay and visuals plague the overall fun. The highlight is the long, multi-objective missions that pit you against everything in the *Star Wars* universe—from Imperial Storm Troopers to the fearsome bounty hunter Boba Fett.

Graphics	Sound	Control	Fun Factor
4.0	4.5	4.0	3.5

Publisher: LucasArts
1 player
ESRB: Teen
Reviewed in *GamePro*: 2/97

Thunder Force V

Thunder Force V could be considered an exciting shooter…if we were still in the early '90s playing 8-bit generation video games. The highly detailed graphics create a cluttered screen, making it difficult to locate personal threats, so your success relies more on memorization than on skill. For old-fashioned gaming buffs only.



Graphics	Sound	Control	Fun Factor
3.0	3.5	4.0	2.5

Publisher: Working Designs
1 player
ESRB: Everyone
Reviewed in *GamePro*: 10/98

Time Crisis

Time Crisis features some dead-on gameplay and fast, bullet-bouncin' action. Crisis is a lot like other gun games, but doesn't rely on your recognition skills and enables you to duck behind objects to hide and reload. However, you need the Time Crisis GunCon peripheral in order to play this game.

Graphics	Sound	Control	Fun Factor
4.5	5.0	4.0	4.5

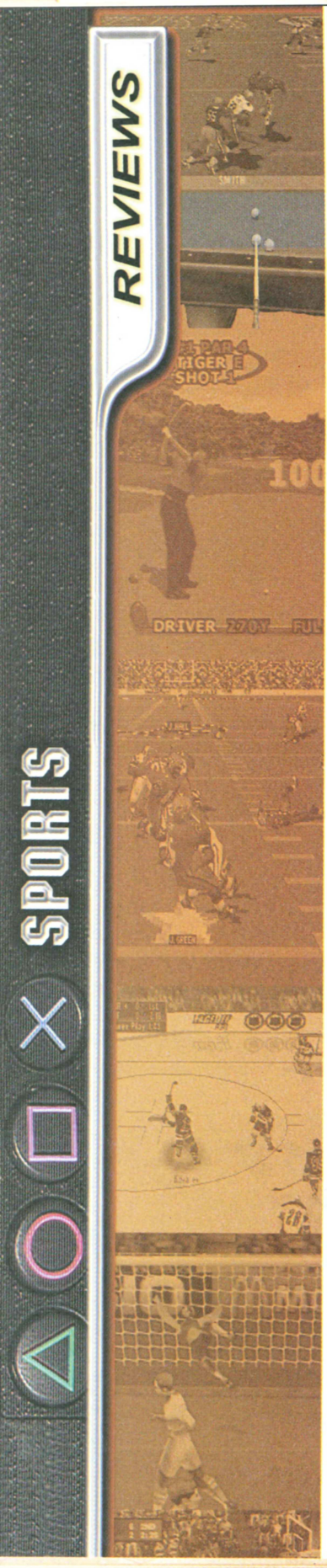
Publisher: Namco
1 player
ESRB: Teen
Reviewed in *GamePro*: 10/97

Vanark

In the future, the Earth has become a refuge for surviving earthlings, and the only thing that can save them from attacking aliens is you and a heavily armed starship. However, Vanark distinguishes itself from the usual run-of-the-mill shooter offerings with an engrossing story line and a variety of combat situations.

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

Publisher: Jaleco
1 player
ESRB: Teen
Reviewed in *GamePro*: 5/00



3Xtreme

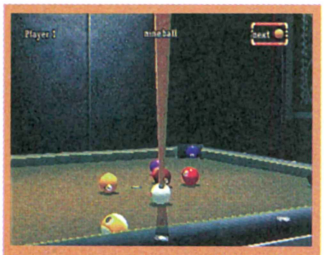
BMX bikes, rollerblades, and skateboards all deliver a rush in Sony's third Xtreme game. A thrash metal soundtrack and some nice animations join a steep learning curve and downright merciless A.I. In fact, the action gets so intense that sometimes the racing takes a back seat to the Road Rash–style combat.

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.5	4.0

Publisher: Sony
2 players
ESRB: Everyone
Reviewed in *GamePro*: 6/99

Backstreet Billiards

Backstreet Billiards racks up 14 game variations to stand out from other PlayStation pool titles. Well-rendered graphics create believable 3D environments, while smooth controls provide total cue mastery. The jazz/blues soundtrack is superb, or you can insert your own music CD if you prefer. There's something here for all.



Graphics	Sound	Control	Fun Factor
4.0	4.5	4.0	4.5

Publisher: ASCII
4 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 12/98

Baseball 2000

While a locker room of improvements make this a step up from VR Baseball '99, Interplay's baseball series is still stuck at third in the PlayStation standings. Realistic sim-style gameplay, responsive controls, and slick animations can't make up for the game's one-man commentary and overall bare-bones style.

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	3.5

Publisher: Interplay
2 players
ESRB: Everyone
Reviewed in *GamePro*: 6/99

Big Air

Big Air swoops into the snowboarding scene with tons of options, over 30 courses in six countries, and a wide assortment of competitions. Nevertheless, that doesn't make up for grainy, formless graphics, minimal sound effects, and an overall lackluster experience. It's full of potential, but provides only average satisfaction.

Graphics	Sound	Control	Fun Factor
2.5	3.0	3.5	3.0

Publisher: Accolade
2 players
ESRB: Everyone
Reviewed in *GamePro*: 6/99

Brunswick Circuit Pro Bowling 2

Pro Bowling rolls a strike with entertaining pin action, precise ball controls, and a nice variety of bowling options (including multiple alleys, a career mode, and create-a-bowler). Toss in an official Brunswick license and real-life bowling pros, and your PlayStation becomes your personal bowling center for up to eight players.

Graphics	Sound	Control	Fun Factor
3.5	3.5	4.0	4.0

Publisher: THQ
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

CART World Series

America's premier Indycar league peels out on the PlayStation with the solid, but not-so-stunning CART World Series. While the licenses and graphics are undeniably cool—check out the 25 pro drivers and 10 real tracks—the audio desperately needs a tune-up and the gameplay doesn't pack enough punch for a top finish.

Graphics	Sound	Control	Fun Factor
4.5	3.0	4.0	4.0

Publisher: Sony
2 players
ESRB: Kids-to-Adults
Reviewed in *GamePro*: 1/98

Championship Motocross Featuring Ricky Carmichael

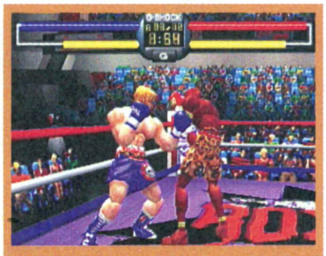
Strap on the helmet of bike champ Ricky Carmichael and choose from six gameplay modes through four levels. The dead-on physics and streamlined controls will make you instantly comfortable. Some flaws in Championship Mode are offset by superb sound effects, detailed tracks, and great rider animation.

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	3.0

Publisher: THQ
2 players
ESRB: Everyone
Reviewed in *GamePro*: 11/99

Contender

Contender is an arcade boxing game that plays more like Super Punch-Out!! than Knockout Kings. While it doesn't contain the gameplay depth or number of features as KK, Contender's quick fights, crazy characters, and easy knockdowns will appeal to younger gamers who aren't up to the challenge of a hardcore sim.



Graphics	Sound	Control	Fun Factor
3.5	3.5	4.0	4.0

Publisher: Sony
2 players
ESRB: Everyone
Reviewed in *GamePro*: 3/99

Cool Boarders 3

CB3 blows the first two Cool Boarders games off the slopes, offering 13 thrashers, 11 boards, six mighty mountains, and six insane events. The graphics are virtually snow-white clean, and the subtle sound effects are impressive. CB3 is an extremely deep sim with a fast-action twist that will keep you hooked for days on end.

Graphics	Sound	Control	Fun Factor
4.5	4.0	4.0	5.0

Publisher: 989 Studios
2 players
ESRB: Everyone
Reviewed in *GamePro*: 12/98

Cool Boarders 4

Cool Boarders 4 is a solid effort from 989, offering the best snowboarding action on the PlayStation. Slick boarders, well-designed courses, and pop-up-free backgrounds join somewhat tricky controls and just okay audio. It rules the slopes, but, compared to current boarding king Tony Hawk, CB4 seems a tad clunky.

Graphics	Sound	Control	Fun Factor
4.0	3.5	3.5	4.0

Publisher: 989 Studios
4 players
ESRB: Everyone
Reviewed in *GamePro*: 1/00

Cool Boarders 2001

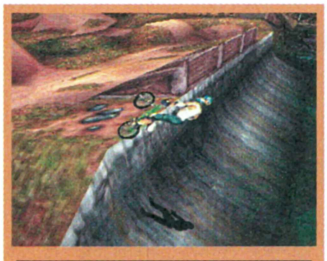
Cool Boarders returns to the slopes, and, while it's a decent entry in the series, 2001 lacks the visual flare to bring it to the front of the snowboarding pack. Despite a bevy of cool play options, CB 2001 is just more of the same game we've been playing for the last three years. Fans will be satisfied with a rental.

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.5	4.0

Publisher: 989 Sports
2 players
ESRB: Everyone
Reviewed in *GamePro*: 12/00

Dave Mirra Freestyle BMX

Tony Hawk fans may jeer at the blatant copycat approach, but BMX stunt fans will applaud this fun game. Playing as one of eight dirt-bike pros, you'll bust stunts for points, complete challenges, and catch air in several modes of play. Complete with excellent controls, sounds, and graphics, BMX will have you grinding for hours.



Graphics	Sound	Control	Fun Factor
4.5	5.0	4.5	4.5

Publisher: Acclaim Sports
2 players
ESRB: Everyone
Reviewed in *GamePro*: 12/00

ESPN MLS GameNight

Konami kick-starts its new ESPN The Games series with ESPN MLS GameNight. GameNight makes a valiant effort, with solid sounds and visuals, along with tight controls. Although ESPN MLS GameNight's ultimately a well-rounded, valiant effort, most fans of the sport will agree that FIFA still rules the field.

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

Publisher: Konami
4 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 11/00

FIFA '99

FIFA '99 focuses on the fierceness and excitement of club soccer, offering teams such as Manchester United, Real Madrid, and 200 others. The best news is FIFA's smart A.I., which delivers phenomenally fun, realistic gameplay. With impressive across-the-board innovations and refinements, FIFA '99 is a must-buy.

Graphics	Sound	Control	Fun Factor
5.0	4.5	5.0	5.0

Publisher: EA Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 1/99

FIFA 2000: Major League Soccer

FIFA 2000: Major League Soccer packs hot new features, and the gameplay absolutely rocks. The scores may be unrealistic, but the action is lively and thrilling. Alluring player models give the graphics an eye-catching sheen, while the crowd noises keep you riveted. FIFA 2000 will keep you glued to the screen.

Graphics	Sound	Control	Fun Factor
5.0	4.5	5.0	4.5

Publisher: EA Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 12/99

FIFA 2001: Major League Soccer

EA Sports continues its dominance of 32-bit PlayStation soccer with FIFA 2001. The immense depth of gameplay and features—along with excellent sound effects and fluid graphics and controls—create the most entertaining and realistic PlayStation soccer game ever. Once again, EA Sports scores with FIFA 2001.

Graphics	Sound	Control	Fun Factor
5.0	5.0	5.0	5.0

Publisher: EA Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 12/00

The Flintstones Bedrock Bowling

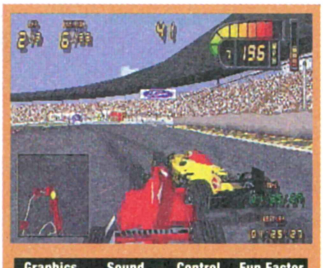
Fred Flintstone and his buddies are "bowling" across Bedrock as human bowling balls. The voice-overs and music are excellent, but they quickly become monotonous, while washed-out cartoonish graphics spoil the visual show. Despite three levels of difficulty, the limited number of "lanes" steer the Fun Factor into the gutter.

Graphics	Sound	Control	Fun Factor
3.0	3.0	3.0	2.5

Publisher: SouthPeak Interactive
4 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Formula 1 '98

Although Psygnosis's F1 series has traditionally taken the checkered flag for sim racing, the '98 edition lacks the well-rounded features of earlier offerings. Under the hood, F1 '98 is flawed by an inconsistent frame rate, average sound effects, and unexciting racing action that doesn't compare to NASCAR '99 or Gran Turismo.

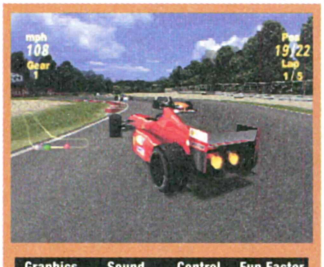


Graphics	Sound	Control	Fun Factor
3.5	3.5	4.5	3.5

Publisher: Psygnosis
2 players
ESRB: Everyone
Reviewed in *GamePro*: 2/99

Formula One '99

This is one seriously hardcore sim, and racing nuts will appreciate the tight physics and handling of this well-polished ride. Along with pro drivers, teams, and tracks from the 1999 season, Formula One '99 also offers unending car set-up options. Ultimately, Formula One '99 is a refined machine tuned for hardcore sim fans.

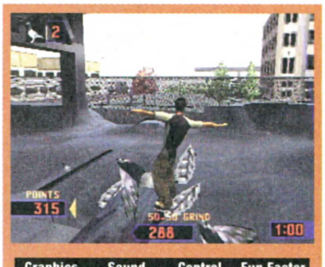


Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	4.0

Publisher: Psygnosis
2 players
ESRB: Everyone
Reviewed in *GamePro*: 1/00

Grind Session

Grind Session is a rehash of a proven formula that delivers plenty of fun, but precious little originality. You bust sick tricks on nine levels, find hidden objects, score major points, and unlock new levels while expanding your library of moves. Grind Sessions is worth taking for a spin, but feels like a Tony Hawk clone.



Graphics	Sound	Control	Fun Factor
3.5	4.0	4.5	4.0

Publisher: Sony
1 player
ESRB: Everyone
Reviewed in *GamePro*: 7/00

Hot Shots Golf

This fun golf game has an engine the pros would be proud of along with the makings of a legendary link-splitter. Hot Shots doesn't shoot for the moon, though, with only five courses and no pro players. Once you've learned to compensate for wind, bunkers, and the rough, you may find yourself wanting more.

Graphics	Sound	Control	Fun Factor
4.5	4.0	4.5	4.5

Publisher: Sony
4 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro:* 6/98

Hot Shots Golf 2

Even without pro golfers or courses, Hot Shots Golf 2 is the best golf game on the PlayStation. Its accessible action will entice golfers of all calibers with gameplay that's fun and easy. The sequel has a new nine-hole course for a total of six, plus all the trash-talking of the original. For golf, no game is better.

Graphics	Sound	Control	Fun Factor
4.5	3.5	4.5	5.0

Publisher: Sony
4 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro:* 4/00

International SuperStar Soccer '98

The PlayStation version has less flash and flair than the N64 counterpart, but its dead-on gameplay, pinpoint control, and strong visuals all make the cut. ISS98 features 40 international teams, but no real-life players. With their superior all-around package, the FIFA games are still the best, but ISS98 deserves a look.

Graphics	Sound	Control	Fun Factor
4.5	3.5	4.0	4.0

Publisher: Konami
2 players
ESRB: Everyone
Reviewed in *GamePro:* 10/98

International Track & Field 2000

The classic franchise where rapid-fire button-mashing wins the gold returns. ITF2000 has new events and sharper graphics, as you and up to three friends compete in various events like weight-lifting, diving, and cycling. The game delivers the four-player goods, but those not accustomed to button-flailing should look elsewhere.

Graphics	Sound	Control	Fun Factor
4.0	3.5	5.0	4.0

Publisher: Konami
4 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro:* 1/00

Knockout Kings

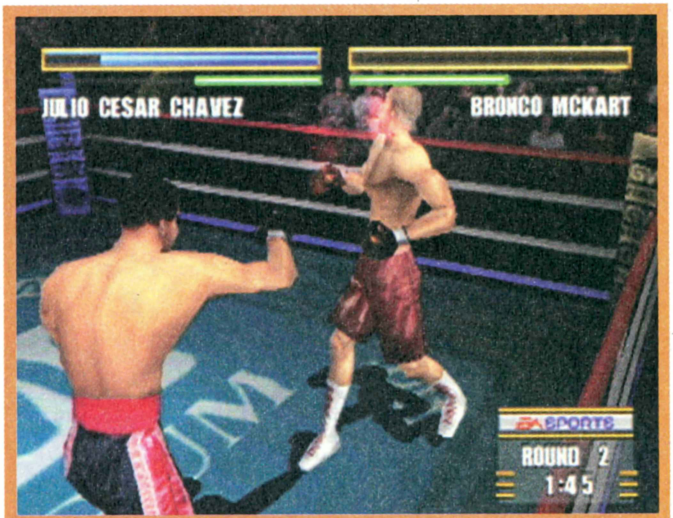
Knockout Kings charges the squared circle with the head-pounding thrills and addicting action that boxing fans have been fighting for. From the legendary brawlers to the blood-spattered KOs, Knockout Kings delivers enough gameplay-punch to make it a must-buy for the PlayStation, whether you like sports games or not.

Graphics	Sound	Control	Fun Factor
5.0	4.0	4.5	5.0

Publisher: EA Sports
2 players
ESRB: Everyone
Reviewed in *GamePro:* 1/99

Knockout Kings 2000

Although Knockout Kings ruled the PlayStation, everyone knows it had a lot to improve. This sequel lives up to that potential with exhilarating gameplay, smoking graphics, and cool features. For a great boxing match, there's no better bout in town—it even beats the Dreamcast's glorious Ready 2 Rumble.

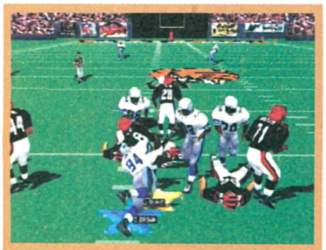


Graphics	Sound	Control	Fun Factor
5.0	4.0	4.5	5.0

Publisher: EA Sports
2 players
ESRB: Teen
Reviewed in *GamePro:* 12/99

Madden NFL '99

Under pressure from the GameDay series, Madden NFL '99 comes out of the pocket with realistic gameplay, kick-ass features, and new player models that are outta sight. GameDay '99 looks better and offers you more control, but many fans will be happy with Madden given its play editor and thorough franchise mode.

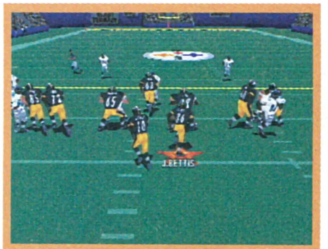


Graphics	Sound	Control	Fun Factor
4.5	4.5	4.0	5.0

Publisher: EA Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 10/98

Madden NFL 2000

Madden NFL 2000 brings its "A" game to the field, giving gamers everything they could desire in a football sim. The new Madden Challenge and the ability to create your own game situations put Madden 2000 just ahead of NFL GameDay. For PlayStation football games in 2000, Madden is the best offering.

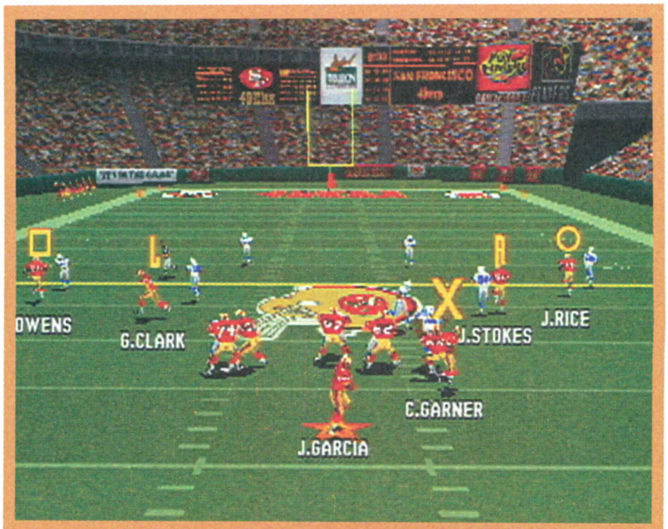


Graphics	Sound	Control	Fun Factor
4.5	4.0	5.0	5.0

Publisher: EA Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 10/99

Madden NFL 2001

Although its overall look isn't as slick as GameDay 2001's, Madden NFL 2001 delivers everything gamers desire in a football sim. The expanded Challenge and Franchise modes, extensive situation creator, and the ability to create your own team put Madden ahead of the competition. This is football at its best.

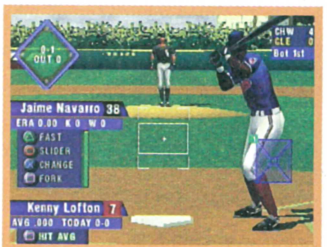


Publisher: EA Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 10/00

Graphics	Sound	Control	Fun Factor
4.5	4.0	5.0	5.0

MLB '99

MLB '99 picks up where it left off last year, featuring the same colorful graphics and upbeat tempo, plus great features, such as Spring Training mode and Total Control Batting and Fielding. Of course, it also has all the standard modes, teams, players, and parks. For smooth, fast, and deep baseball, get MLB '99.

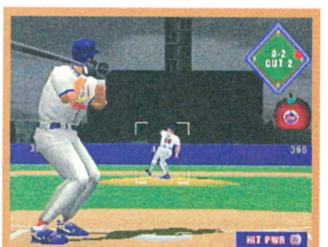


Graphics	Sound	Control	Fun Factor
4.0	4.0	4.5	4.5

Publisher: Sony
2 players
ESRB: Everyone
Reviewed in *GamePro*: 6/98

MLB 2000

By combining smooth graphics, fast gameplay, and excellent sim depth—including an excellent Spring Training mode—MLB 2000 offers up a superb alternative to Triple Play 2000's slick, arcade-style action. This year, MLB matches Triple Play with its own two-man commentary by Vin Scully and Dave Campbell.

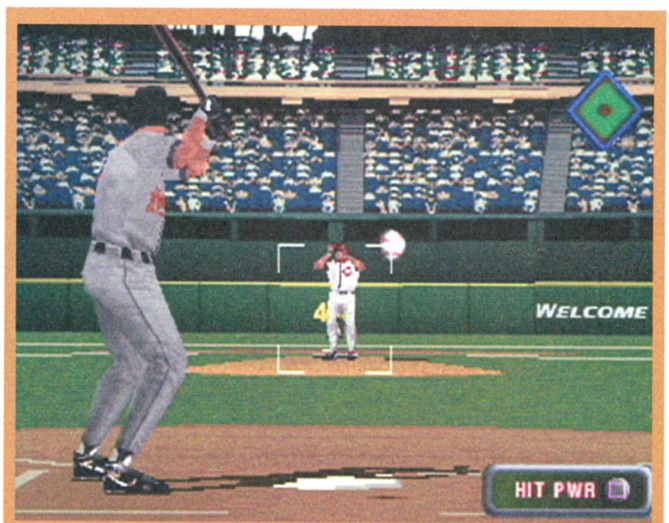


Graphics	Sound	Control	Fun Factor
4.0	4.0	4.5	4.5

Publisher: 989 Sports
2 players
ESRB: Everyone
Reviewed in *GamePro*: 6/99

MLB 2001

MLB 2001 steps up to the plate with better graphics than last year's, solid A.I., and unique controls that are plenty deep. There are some graphical rough spots, such as players you can't recognize and unspectacular stadiums. Still, MLB 2001 is more balanced and realistic than Triple Play or High Heat.



Publisher: 989 Sports
2 players
ESRB: Everyone
Reviewed in *GamePro*: 6/00

Graphics	Sound	Control	Fun Factor
4.0	4.5	4.5	4.5

Monaco Grand Prix

Monaco Grand Prix is the slowpoke on the PlayStation highway. Shockingly bland graphics keep Monaco in a perpetual pit stop. The 16 tracks offer a good assortment, the controls are decent, and a plethora of technical adjustments will please virtual grease monkeys. Still, Formula I and Gran Turismo outcall Monaco.

Graphics	Sound	Control	Fun Factor
2.5	2.0	3.5	2.0

Publisher: Ubi Soft
2 players
ESRB: Everyone
Reviewed in *GamePro*: 6/99

MTV Sports: Pure Ride

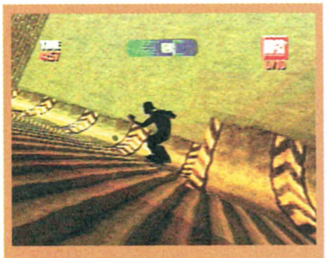
With six different modes of play, 14 potential boarders, and 21 different boards, Pure Ride delivers in the options department. If you can get past the choppy graphics and average sounds, you'll find a fair share of big tricks that can be mastered with practice; however, snowboarding fanatics will be happy with a weekend rental.

Graphics	Sound	Control	Fun Factor
3.0	3.0	3.5	3.5

Publisher: THQ
2 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

MTV Sports: Skateboarding Featuring Andy Macdonald

Sporting 35 indoor and outdoor courses, 30 selectable characters, and 10 game modes, MTV Sports: Skateboarding clearly focuses more on quantity rather than quality. Though the Stunt and Multiplayer modes are worth a quick play, the game falls short of the polished perfection of Tony Hawk's Pro Skater 2.



Graphics	Sound	Control	Fun Factor
3.0	3.0	3.5	3.0

Publisher: THQ
2 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

MTV Sports: Snowboarding

MTV Sports: Snowboarding offers a surprisingly fun time on the slopes and a super-cool Create-a-Park mode that enables you to create your own treacherous runs. While it isn't groundbreaking, MTV Sports: Snowboarding deserves a look from extreme game enthusiasts and is a decent rental for anyone else.

Graphics	Sound	Control	Fun Factor
3.5	4.0	3.5	3.5

Publisher: THQ
2 players
ESRB: Everyone
Reviewed in *GamePro*: 12/99

NASCAR '99

NASCAR '99, the second game in the series, once again delivers a high-octane racing experience. Despite some quirky shortcomings, its bumper-bashing action has enough polish and depth to thrill casual race fans and NASCAR faithful alike. It has room to improve, but is still one of the best racing games of the year.

Graphics	Sound	Control	Fun Factor
4.5	4.0	4.5	4.5

Publisher: EA Sports
2 players
ESRB: Everyone
Reviewed in *GamePro*: 11/98

NASCAR 2000

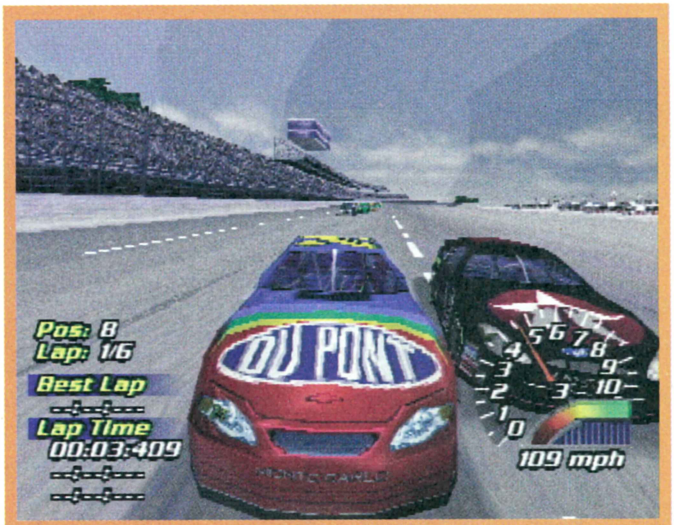
NASCAR 2000 rolls out of the pits with the series' most finely tuned performance yet. If you love the smell of exhaust in the morning, you won't want to miss this thrilling ride. New features include two-player split-screen seasons, interactive pit stops, and create-a-driver. For hardcore race fans, this is one of the best.

Graphics	Sound	Control	Fun Factor
4.5	4.0	5.0	5.0

Publisher: EA Sports
2 players
ESRB: Everyone
Reviewed in *GamePro*: 11/99

NASCAR 2001

With a new gameplay engine, 34 playable drivers, and 19 official NASCAR tracks (including Daytona), NASCAR 2001 delivers for hardcore racing fans. The controls are tight and realistic, and the graphics offer fast frame rates. Aside from quirky sound options, this is a solid game that true fans will crave.



Publisher: EA Sports
2 players
ESRB: Everyone
Reviewed in *GamePro*: 11/00

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.5	4.5

NASCAR Rumble

NASCAR cuts loose and cracks wise in NASCAR Rumble, EA Sports' free-wheelin' foray into arcade racing. Sim purists will be shocked, but casual fans will think Rumble is just the kind of shakeup stock-car racing needs. You'll drive more than 40 vehicles not on ovals, but on twisty tracks and backroads.

Publisher: EA Sports
2 players
ESRB: Everyone
Reviewed in *GamePro*: 4/00

Graphics	Sound	Control	Fun Factor
4.5	5.0	4.5	5.0

NBA Basketball 2000

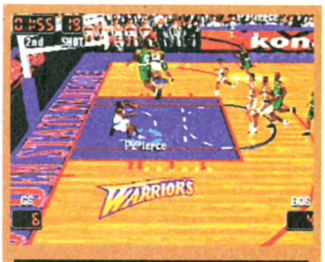
Fox Sports sets its sights on the PlayStation court with NBA Basketball 2000. Unfortunately, the game's behind the times when compared to Live 2000. This title lacks fluid player animations, a Franchise mode, and advanced controls. If you need a quick fix and don't own Live, give NBA Basketball 2000 a try as a rental.

Graphics	Sound	Control	Fun Factor
3.5	4.0	3.0	3.5

Publisher: Fox Sports Interactive
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 11/99

NBA in the Zone '99

Although NBA in the Zone '99's frame rate is smoother than NBA Live '99's, its pace isn't as exciting. But it does have a Dunk Contest, which, unfortunately, is just a matter of memorizing button presses. The control is solid with icon-passing and on-the-fly play calling, yet the sound is flat. If you own NBA Live, skip this.

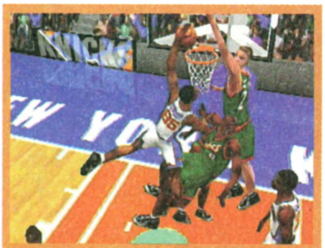


Graphics	Sound	Control	Fun Factor
4.0	2.5	3.5	3.5

Publisher: Konami
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 5/99

NBA Live '99

Scorching the net with rim-rattling gameplay and in-your-face graphics, NBA Live '99 gives b-ball fans what they've come to expect from this stellar series. It has its flaws—especially in its controls—but the total package is well worth the money. The players not only have their real faces, but can also change expressions.



Graphics	Sound	Control	Fun Factor
5.0	4.5	4.0	4.5

Publisher: EA Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 1/99

NBA Live 2000

The soul of hoops returns to the court with NBA Live 2000 for another shot at the basketball championship. If you want to run with the big boys for some topnotch, in-your-face action, you couldn't ask for a better game. With 50 legendary NBA players—Michael Jordan, Bill Russell, et al—you can't miss this game.

Graphics	Sound	Control	Fun Factor
4.5	4.0	4.5	5.0

Publisher: EA Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 12/99

NBA Live 2001

The PlayStation is growing old, but NBA Live 2001 proves that the franchise has strong legs. Complete with detailed player animations, a speedy frame rate, natural-sounding audio track, and tight controls, this game will keep fans of the long-running basketball series more than satisfied. A top PlayStation basketball title.

Publisher: EA Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 12/00

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	4.5

NBA ShootOut 2000

Most gamers need only one basketball game a year, and they want the best. NBA ShootOut 2000 ain't it. ShootOut scores with a create-a-dunk mode and touch shooting, but its visuals offer little eye candy. ShootOut cements its mediocrity with a bevy of intuitive options hampered by sluggish response—a second-stringer.

Graphics	Sound	Control	Fun Factor
3.5	3.5	4.0	3.5

Publisher: 989 Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 3/00

NBA ShootOut 2001

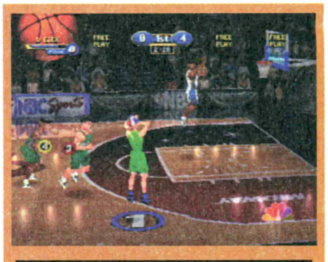
Despite a supposed overhaul, NBA ShootOut 2001 feels an awful lot like last year's entry, and is plagued by technical fouls. Blocky player models and distorted faces mar the visuals, while lifeless sounds and an anemic crowd fail to put you in the game. ShootOut 2001 scores as an average basketball offering.

Graphics	Sound	Control	Fun Factor
3.5	3.5	4.0	3.5

Publisher: 989 Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 12/00

NBA Showtime: NBA on NBC

Midway scores again with NBA Showtime, the latest in the "fantasy" basketball games in the spirit of NBA Jam and NBA Hang Time. Essentially a two-on-two arcade dunk contest, Showtime manages to duplicate the fast and fun gameplay of the arcade, although it does stumble with some awkward, choppy visuals.



Graphics	Sound	Control	Fun Factor
3.5	4.0	4.5	4.5

Publisher: Midway Home Entertainment
4 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 1/00

NCAA Final Four '99

While EA's NCAA March Madness is loaded with all the features a baller could want, NCAA Final Four '99 delivers the gameplay goods that secure the national championship. What Final Four lacks in features—no create-a-player—it makes up with killer gameplay, awesome graphics, and straightforward control.

Graphics	Sound	Control	Fun Factor
4.5	3.5	4.0	4.5

Publisher: 989 Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 4/99

NCAA Final Four 2000

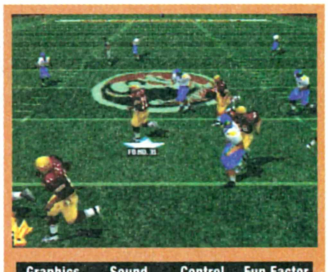
With Final Four 2000, 989 has rested on its laurels—this is basically the same game as FF99. There are a few graphic and control refinements, but the sound effects have been completely recycled from the previous game. If you're looking for a quick hoops fix, check this out; otherwise, stick with March Madness.

Graphics	Sound	Control	Fun Factor
3.5	2.5	3.0	3.0

Publisher: 989 Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 1/00

NCAA Football '99

Not only is NCAA Football '99 better in every way than last year's game, it offers the complete football package thanks to fantastic graphics and awesome features—create-a-play, 40 Great Game situations, team-specific playbooks, Dynasty mode, and more. This is a no-brainer purchase for college gridiron fans.

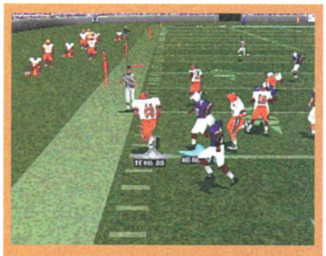


Graphics	Sound	Control	Fun Factor
4.5	4.5	4.0	4.0

Publisher: EA Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 9/98

NCAA Football 2000

Contained within NCAA Football 2000's war room are a host of gridiron gameplay goodies. If you're nuts about college football, you have to have NCAA Football 2000. Its expanded Dynasty mode, awesome create-a-school feature, and optimized frame rate make it the most complete college football game ever.

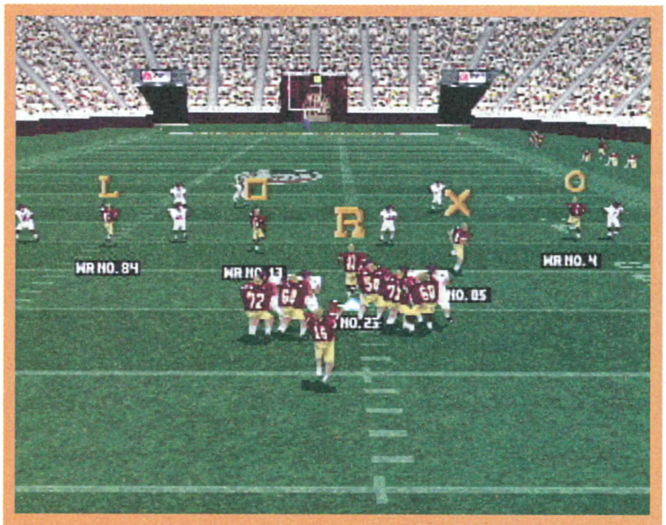


Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	5.0

Publisher: EA Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 8/99

NCAA Football 2001

With its deeper than ever gameplay and a locker room full of options, NCAA Football 2001 offers sim football fans everything they could want. It's the game of choice for any stickler for detail who wants to spend hours tweaking everything in the game, including filling in all the players' names.

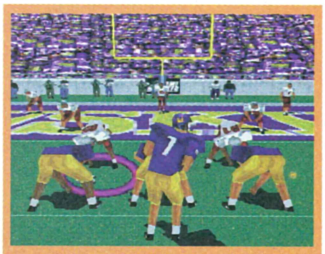


Publisher: EA Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 9/00

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.0	4.0

NCAA GameBreaker '99

With its challenging A.I. and supercharged gameplay, NCAA GameBreaker '99 is one of the most enjoyable football sims for the PlayStation. If it contained a Dynasty mode and a more extensive play editor, it would be perfect. If you want fast game speeds and advanced controls, you can't go wrong with this one.

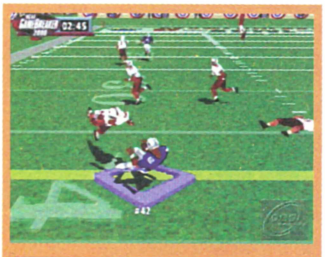


Graphics	Sound	Control	Fun Factor
5.0	4.5	4.5	4.5

Publisher: 989 Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 1/99

NCAA GameBreaker 2000

NCAA GameBreaker 2000 is a solid football title, sporting excellent graphics, fine features, and pure attitude. If you plan on buying NFL GameDay 2000, this is the game for you. If you're looking for the ultimate college game with all the bells and whistles, however, stick with NCAA Football 2000. Either way, you win.



Graphics	Sound	Control	Fun Factor
5.0	4.5	4.5	4.5

Publisher: 989 Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 10/99

NCAA GameBreaker 2001

NCAA GameBreaker 2001 comes with smooth-moving animations that include hundreds of motion-captured, bone-crunching tackles and sharp character design. Thanks to terrific controls and smooth gameplay, GameBreaker beats out EA Sports' NCAA Football for this year's best collegiate gridiron game.

Publisher: 989 Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 9/00

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.5	4.5

NCAA March Madness '99

EA Sports is hittin' the college courts for another round of hoops with NCAA March Madness '99. Frame rate and control hiccups aside, MM99 is a fun college-hoops sim. The addition of Dynasty mode, historical teams, and accurate conference tournaments gives it a depth that's lacking in other collegiate hoops titles.

Graphics	Sound	Control	Fun Factor
4.0	4.5	3.5	4.0

Publisher: EA Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 3/99

NCAA March Madness 2000

By combining awesome graphics, tight control, and total college attitude, NCAA March Madness 2000 delivers the hoops goods in championship fashion. Even though it lacks the immense lineups that NCAA Final Four 2000 sports, MM2K is without a doubt the best hoops game for the PlayStation, pro or otherwise.

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	5.0

Publisher: EA Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 1/00

Newman/Haas Racing

With the CART season just starting up, Newman/Haas Racing finally gets an Indy car racing game done right on the PlayStation. Newman/Haas Racing flashes past the finish with finely tuned gameplay and really strong graphics that propel it right into the upper ranks of open-wheel racing on the PlayStation.

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.5	4.5

Publisher: Psygnosis
2 players
ESRB: Everyone
Reviewed in *GamePro*: 4/98

NFL Blitz

Midway's NFL Blitz is the hottest arcade sports title since the original NBA Jam. Ultimately, Blitz was designed as a multiplayer arcade football game, and, in that regard, this near-perfect conversion has no equal. But this is the big leagues, so it takes more depth to challenge home console veterans.

Graphics	Sound	Control	Fun Factor
5.0	5.0	3.5	4.0

Publisher: Midway Home Entertainment
2 players
ESRB: Everyone
Reviewed in *GamePro*: 11/98

NFL Blitz 2000

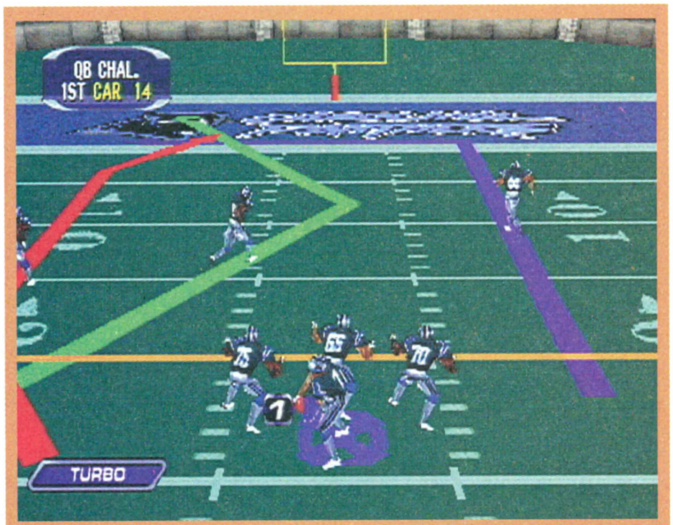
Midway's first season on the PlayStation gridiron was a disappointment, but with NFL Blitz 2000 the company is roaring back. The revamped Blitz is gorgeous to look at and offers a great multiplayer game, though its single-player action is unexciting and shallow. The A.I. is improved, yet still resorts to cheating consistently.

Graphics	Sound	Control	Fun Factor
5.0	5.0	5.0	4.5

Publisher: Midway Home Entertainment
4 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 10/99

NFL Blitz 2001

Years ago, NFL Blitz deservedly made a big splash with its raunchy NBA Jam–esque treatment of NFL football—but with this 2001 edition, the franchise is starting to wear thin. The new practice Party Games are a cool new feature, but this is the same old NFL Blitz game with a cheap computer-controlled A.I.

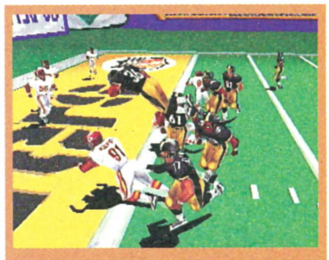


Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	3.0

Publisher: Midway Home Entertainment
4 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

NFL GameDay '99

Arguably the most fun new football game for the PlayStation, NFL GameDay '99 not only boasts better graphics than its PlayStation rival, Madden NFL Football '99, but also has more control over its players and faster gameplay. Although hardcore fans will love Madden's features, the smart money is on NFL GameDay '99.



Graphics	Sound	Control	Fun Factor
5.0	4.5	4.5	5.0

Publisher: 989 Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 10/98

NFL GameDay 2000

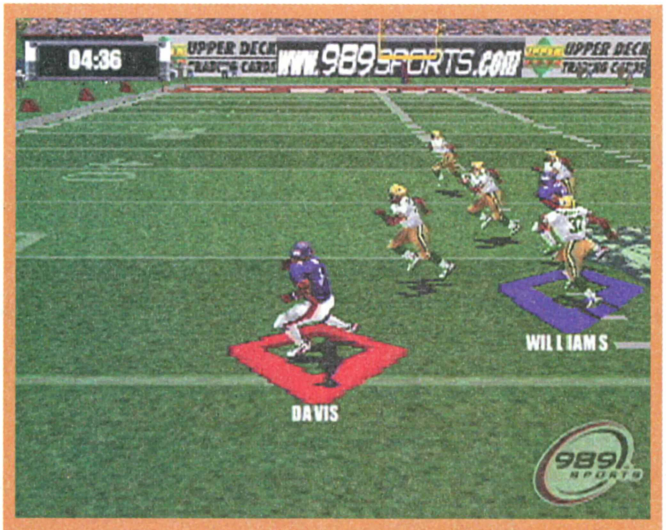
Hardcore sim football is what constitutes this version of GameDay. But the game also has enough fast gridiron action to keep all kinds of football fans happy. Detailed players, excellent commentary, and tight controls round out the features. NFL GameDay 2000 definitely delivers a wealth of gameplay goods.

Graphics	Sound	Control	Fun Factor
5.0	4.5	4.5	4.5

Publisher: 989 Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 10/99

NFL GameDay 2001

A definite upgrade from 2000, GameDay 2001 packs pure pigskin power with in-depth controls, detailed stadiums, and sharp sound effects. You may need some time to perfect the Total Control passing, and difficult A.I. may pose a challenge to newbies, yet the newest GameDay is still the best.



Graphics	Sound	Control	Fun Factor
4.5	5.0	4.5	5.0

Publisher: 989 Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 9/00

NFL Xtreme 2

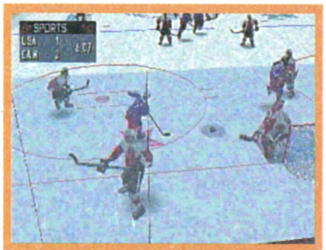
Gut-smashing, intense arcade football comes back again in a sequel that will tear off the helmets of anyone who plays it. Rather than being a sim, Xtreme's goal is to smack talk, taunt, and bash your rivals to the turf as much as possible—and score as well. You'd be a chump to pass up the fast gameplay of this champ.

Graphics	Sound	Control	Fun Factor
4.5	3.5	4.0	4.5

Publisher: 989 Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 9/99

NHL 99

Along with its great gameplay, NHL 99 showcases a locker-room full of modes, including coaching drills and the creation of custom teams and players. Additionally, smooth controls with impressively intuitive passing, along with super-smooth graphics and outstanding sounds, make for a great date on this ice.



Graphics	Sound	Control	Fun Factor
4.5	5.0	5.0	4.5

Publisher: EA Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 12/98

NHL 2000

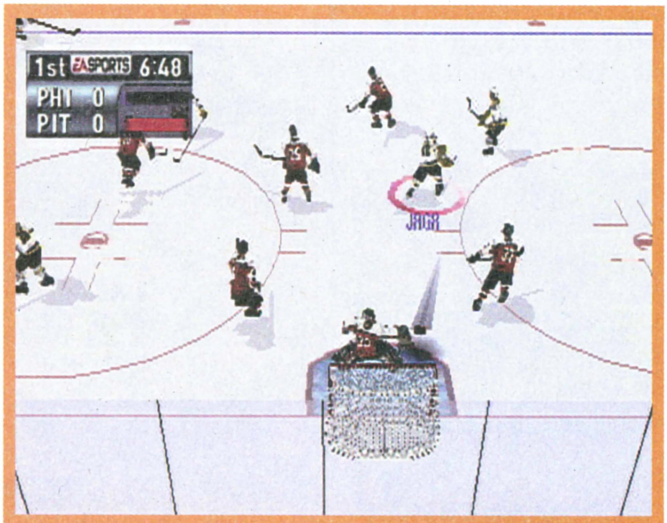
First and foremost, the frame rate problems that plagued NHL 99 have been completely fixed—the game moves fluidly and cleanly. Also improved are the controls, which offer well-oiled passing and skating. One penalty to this game, however, is its quirky A.I. Nevertheless, NHL 2000 is bursting with fun and excitement.

Graphics	Sound	Control	Fun Factor
4.5	4.5	5.0	5.0

Publisher: EA Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 10/99

NHL 2001

NHL 2001 follows last year's stellar season with another year of the PlayStation's best hockey. The highlight is the new momentum meter, which tracks swings in the action, but the graphics and gameplay are as awesome as ever. Improvements aren't sweeping, but hockey fans will gladly spring for a ticket.

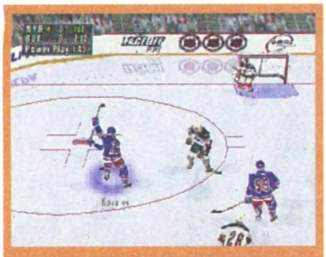


Graphics	Sound	Control	Fun Factor
4.5	4.5	5.0	5.0

Publisher: EA Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 11/00

NHL FaceOff '99

FaceOff skates fast with decent action, but it also has too many flaws to rank it as the PlayStation's leading hockey game. FaceOff has an unrealistic feel and passing isn't accurate. The high points are its killer graphics and awesome commentary. Still, the overly exaggerated pace of the entire game will deter hockey fans.



Graphics	Sound	Control	Fun Factor
5.0	4.5	4.0	3.5

Publisher: 989 Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 12/98

NHL FaceOff 2000

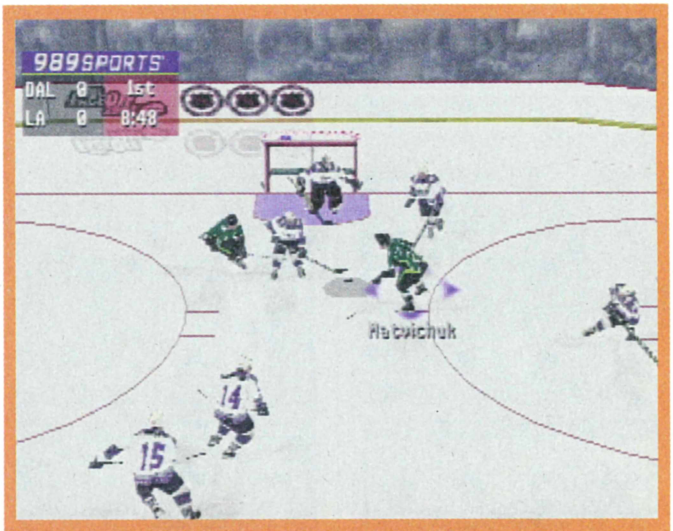
The ice action hasn't greatly improved in this latest FaceOff. The game still has a jerky feel, and players look twitchy and choppy as they skate the rink. Worst of all, the sound just blows. The commentary is annoying and the sound effects don't pass muster. FaceOff 2000 has too many flaws to be worth your time.

Graphics	Sound	Control	Fun Factor
4.0	2.5	3.5	3.5

Publisher: 989 Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 11/99

NHL FaceOff 2001

NHL FaceOff 2001 isn't a return to the glory years of earlier offerings, but it's more polished than the 2000 game. A floaty feel to the skating, lame sound effects, and occasional chunky graphics mar the overall effect. In comparison to NHL 2001, FaceOff 2001 is a worthy, though lesser, hockey alternative.

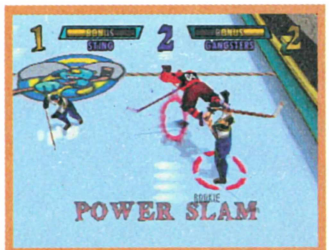


Graphics	Sound	Control	Fun Factor
4.0	3.0	3.5	4.0

Publisher: 989 Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 11/00

NHL Rock the Rink

The WWF meets the NHL in this entertaining, over-the-top hockey game that loosens Midway's death grip on fantasy sports. Despite the frequently exciting gameplay, weak graphics and a shortage of depth limit the game's appeal and staying power. It isn't an instant classic like NFL Blitz was, but Rock should attract niche fans.

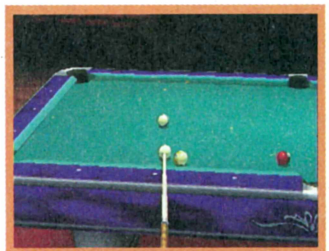


Graphics	Sound	Control	Fun Factor
3.0	5.0	4.0	3.5

Publisher: EA Sports
2 players
ESRB: Everyone
Reviewed in *GamePro*: 5/00

Pool Hustler

Pool Hustler is a slick, well-rendered game with five modes (Lesson, Story, Two-Player, Practice, and Trick Shot) that offers entertainment for everyone. The graphics and controls are sharper and more fluid than the current pool champ's, Backstreet Billiards, but Backstreet has more variety and four-player action.



Graphics	Sound	Control	Fun Factor
4.5	3.5	4.5	4.0

Publisher: Activision
2 players
ESRB: Everyone
Reviewed in *GamePro*: 12/98

Ready 2 Rumble Boxing

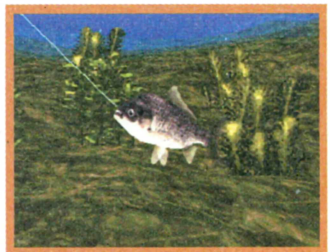
Ready 2 Rumble conquered the Dreamcast, but this PlayStation version isn't that strong. A pick-up-and-play game, it's short on learning curve and long on action. If you're looking for an easy brawl without any "messy" reality, step into the ring. Otherwise, stick with Knockout Kings for the PlayStation's best boxing action.

Graphics	Sound	Control	Fun Factor
3.5	3.0	4.0	4.0

Publisher: Midway Home Entertainment
2 players
ESRB: Teen
Reviewed in *GamePro*: 12/99

Reel Fishing II

This broad fishing simulation allows you to snag a variety of freshwater and saltwater fish in more than 20 locations, including the deep sea, a raging river, and a frozen lake. Like real fishing, the game is relaxing—until a fish hits your line. Also like real fishing, it will feel too slow for those with short attention spans.



Graphics	Sound	Control	Fun Factor
3.5	3.5	3.5	4.0

Publisher: Natsume
1 player
ESRB: Everyone
Reviewed in *GamePro*: 8/00

Rush Down

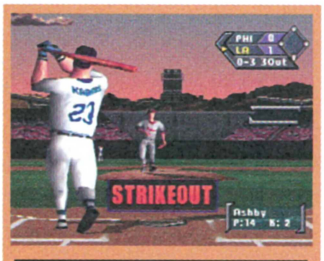
Rush Down lives up to its name with blazingly fast downhill racing in three sports: snowboarding, mountain biking, and kayaking. An interesting concept, but the game isn't quite polished enough to endure in the long run. At the finish, it's an awesome weekend rental—you'll love every second—but it runs out of steam after that.

Graphics	Sound	Control	Fun Factor
4.0	3.0	4.0	4.0

Publisher: Electronic Arts
2 players
ESRB: Everyone
Reviewed in *GamePro*: 4/99

Sammy Sosa High Heat Baseball 2001

Despite an endorsement by Sammy Sosa, High Heat Baseball 2001 does not live up to expectations. The wide selection of stadiums (Enron to Ebbets) is an upside, along with Ted Robinson behind the mike. However, the gameplay is slow, unrealistic, and incredibly bland. It would be wiser to invest in Triple Play 2001.



Graphics	Sound	Control	Fun Factor
3.0	3.0	2.5	2.0

Publisher: 3DO
2 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Sammy Sosa Softball Slam

Even with its cute graphics and high-powered endorsement, Softball Slam strikes out hard. The voice-overs are patchy and repetitive; the graphics are boxy, pixelated, and sometimes flat. Add controls that are sluggish with weak ball detection, and you have another "big name" baseball game that pops only foul balls.

Graphics	Sound	Control	Fun Factor
2.5	2.0	2.0	2.0

Publisher: 3DO
2 players
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Street Sk8er

Before Tony Hawk showed up on the PlayStation, Street Sk8er scratched gamers' itch for skateboarding action with tricks-focused gameplay on a few courses. Unfortunately, the two-player game requires you to take turns skating, and pulling stunts doesn't require much skill. Decent for its time, Sk8er is definitely dated now.

Graphics	Sound	Control	Fun Factor
4.0	4.5	4.0	4.0

Publisher: Electronic Arts
2 players
ESRB: Everyone
Reviewed in *GamePro*: 4/99

Street Sk8er 2

EA looked to take on skating sensation Tony Hawk with Street Sk8er 2, an ambitious game that came up short. Sk8er focuses on building up your skater's skill by winning competitions, but problems like a wobbly camera hold it back. Ultimately, it succeeds as entertainment, but pales in comparison to His Tony-ness.

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	3.5

Publisher: Electronic Arts
2 players
ESRB: Teen
Reviewed in *GamePro*: 5/00

Superbike 2000

Superbike 2000 stalls with a by-the-numbers approach to what should be a more exciting event. There's nothing terribly wrong with the graphics, controls, and sounds—the game simply lacks that vibrant X-factor that propels exciting racing games past the finish. Unless you're a superbike fanatic, leave this sucker in the dust.

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.0	3.5

Publisher: EA Sports
2 players
ESRB: Everyone
Reviewed in *GamePro*: 5/00

Supercross 2000

Coming from EA Sports, a disappointment like this is surprising. Supercross 2000 wipes out with ridiculously frustrating controls that will stump gamers of all calibers. Although the audio kicks ass, the graphics are pretty bland, which means supercross fans should head straight for the champ: 989's SuperCross Circuit.

Graphics	Sound	Control	Fun Factor
3.0	4.5	2.5	3.0

Publisher: EA Sports
2 players
ESRB: Everyone
Reviewed in *GamePro*: 1/00

SuperCross Circuit

Finally, an off-road motorbike game worth playing. With a speedy frame rate and sharp controls, SuperCross Circuit is by far the best PlayStation supercross game. The graphics aren't stellar—only satisfying—and the audio is annoying. However, maneuvering your two-wheeled demon is simple and makes SuperCross well worth the ride.

Graphics	Sound	Control	Fun Factor
3.5	2.5	4.5	4.0

Publisher: 989 Sports
2 players
ESRB: Everyone
Reviewed in *GamePro*: 1/00

Surf Riders

In Surf Riders, you'll compete on world-famous beaches in Japan, France, and California. Because of slippery controls, however, Surf Riders almost wipes out for good. Graphically, the pounding waves stand out, but the featureless surfers become lost in the busy backgrounds. Surf Riders is a fun, but flawed, ride.

Graphics	Sound	Control	Fun Factor
3.5	4.0	3.0	3.5

Publisher: Ubi Soft
1 player
ESRB: Everyone
Reviewed in *GamePro*: 9/00

Sydney 2000

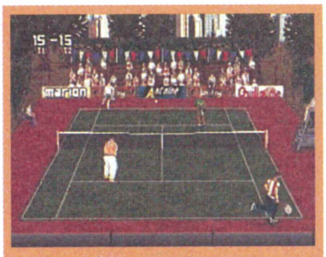
In Sydney 2000, players lead a virtual athlete through 12 Olympic events in single- or multiplayer modes. Most contests, though, are decided by brute-force button-mashing power—a real sore spot. If you're a fan of this kind of stuff, Sydney is your game; for others, this Olympic outing is strictly a bronze-medal effort.

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.0	3.5

Publisher: Eidos
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Tennis Arena

Tennis Arena clinches the match as the single best tennis game for the PlayStation, delivering addictive, fast-paced gameplay. Given the pathetic competition out there, though, that's not saying much, and Tennis Arena is far from perfect. It may leave gamers wishing for more, but it has enough to show you a good time.



Graphics	Sound	Control	Fun Factor
4.0	2.5	4.0	4.0

Publisher: Ubi Soft
4 players (with multitap)
ESRB: Kids-to-Adults
Reviewed in *GamePro*: 2/98

Thrasher: Skate and Destroy

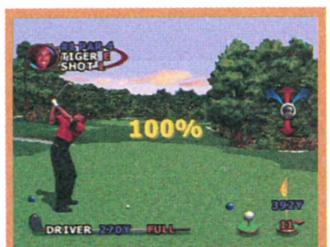
Tony Hawk's Pro Skater has ruled the PlayStation skatepark, but Thrasher: Skate and Destroy puts a different spin on the skating scene, offering a game that strives for realism, rather than frenetic, arcade action. If you're a true diehard skater, you'll appreciate Thrasher's realistic action and advanced controls.

Graphics	Sound	Control	Fun Factor
3.0	4.0	3.5	4.5

Publisher: Rockstar Games
2 players
ESRB: Teen
Reviewed in *GamePro*: 1/00

Tiger Woods PGA Tour 2000

Tiger brings a lot to the table in 2000, including four fellow PGA players and five courses. But the game's action is slowed by long loading times between holes, difficult putting, and lame comments by Tiger such as, "That's the one." The control is fine, allowing you to spin the ball before it lands, but don't expect intense golfing action.



Graphics	Sound	Control	Fun Factor
2.5	2.5	3.0	2.5

Publisher: EA Sports
4 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: Not Reviewed

Tony Hawk's Pro Skater

Attention skate punks—Tony Hawk's Pro Skater is the fastest, wildest skateboarding game ever. Its extreme gameplay, insane tricks, and wickedly designed skateparks will have you shredding until your hands bleed and your retinas rupture. Whether you're a newbie or a diehard, don't pass this up. Hawk reigns supreme.

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	5.0

Publisher: Activision
2 players
ESRB: Teen
Reviewed in *GamePro*: 11/99

Tony Hawk's Pro Skater 2

The original Hawk game sported fluid animation and dynamic tricks. Hawk's Pro Skater 2 takes it up a notch with exciting new spins, grinds, and grabs, plus an insanely easy skatepark editor. Just a few graphic shortcomings hold back what is one of the best PlayStation games ever; THPS2 resets the standard.

Graphics	Sound	Control	Fun Factor
4.5	5.0	5.0	5.0

Publisher: Activision
2 players
ESRB: Everyone
Reviewed in *GamePro*: 10/00

Triple Play '99

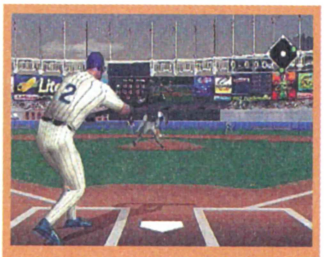
Triple Play '99 comes close to crossing the plate as the ultimate PlayStation baseball game. Unfortunately, EA Sports overlooked key elements like fluid frame rate and intuitive controls, leaving behind a glitzy, enjoyable game that's riddled with frustrating flaws. If you're forgiving, you'll enjoy Triple's sights and sounds.

Graphics	Sound	Control	Fun Factor
4.0	5.0	3.5	4.0

Publisher: EA Sports
8 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 5/98

Triple Play 2000

EA Sports tuned up the molasses-like frame rate and quirky A.I. hiccups that plagued Triple Play '99. TP 2000 will earn a lot more playing time from baseball fans with its exciting, action-packed gameplay and glitzy graphics. Gamers can now open up their batting stance, perform double switches, and play multiple seasons.



Graphics	Sound	Control	Fun Factor
4.5	4.5	4.0	4.5

Publisher: EA Sports
2 players
ESRB: Everyone
Reviewed in *GamePro*: 5/99

Triple Play 2001

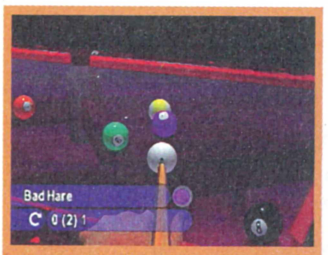
Never the "sim" choice in PlayStation baseball, 2001 skews even more toward the arcade side with some wild new modes and features. It also suffers from frame rate and control hiccups, but they aren't severe enough to prevent Triple from continuing its streak as the PlayStation's best all-around baseball title.

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.0	4.5

Publisher: EA Sports
2 players
ESRB: Everyone
Reviewed in *GamePro*: 5/00

Ultimate 8 Ball

THQ's Ultimate 8 Ball has more than just a good engine and good game options—it has character. Ultimate 8 Ball presents 14 pool games on 15 tables. The polygonal opponents provide major personality, and the environments look crisp and distinctive. The market is flooded, but Ultimate floats above the rest.

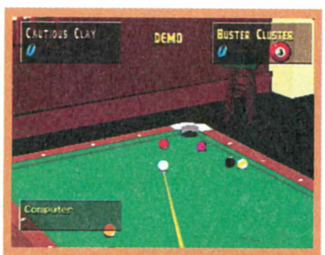


Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	4.0

Publisher: THQ
16 players (with multitap)
ESRB: Everyone
Reviewed in *GamePro*: 9/99

Virtual Pool

Interplay's VR Sports effectively brings the pool hall to the PlayStation. With 8-Ball, 9-Ball, Straight, and Rotation games, Virtual Pool scores with cool detailed 3D graphics and exact controls. The gameplay nails the eight ball with real-life ball physics, and the customizable perspective keeps you on the pool table.



Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	4.0

Publisher: Interplay
2 players
ESRB: Kids-to-Adults
Reviewed in *GamePro*: 5/97

VR Baseball '99

Even in its second season, VR Baseball '99 is still a rookie in the big leagues, lacking the polish of Triple Play '99 and the depth of MLB '99. But VR's got something more important—great controls and playability that should attract a following of baseball fans. Despite the rough edges, VR deserves to be scouted out.

Graphics	Sound	Control	Fun Factor
4.0	3.0	4.5	4.0

Publisher: VR Sports
2 players
ESRB: Everyone
Reviewed in *GamePro*: 7/98

X Games Pro Boarder

X Games enters the PlayStation snowboarding fray to carve a piece out of Cool Boarders' mountain. But this doesn't have the kick to knock CB from the slopes.The landscapes are bland, and the difficult tricks require monotonous fighting-game–style directional taps. If you want to experience the X Games, watch 'em on TV.

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.5	3.5

Publisher: ESPN Digital Games
2 players
ESRB: Everyone
Reviewed in *GamePro*: 12/98

The Rest...

This list includes all the PlayStation games not covered at length in this issue, but which have been reviewed in past issues of *GamePro* magazine. Any issue listed as "NR" means the game was never reviewed in *GamePro* and is reviewed here for the first time, in brief.

GAME	FUN FACTOR	ISSUE REVIEWED	ESRB RATING
2Xtreme	4.5	1/97	Kids-to-Adults
3D Baseball	2.5	1/97	Kids-to-Adults
Action Bass	3.0	NR	Everyone
Adidas Power Soccer	4.0	9/96	Kids-to-Adults
The Adventures of Lomax	2.0	NR	Kids-to-Adults
Air Combat	3.5	12/95	Kids-to-Adults
Alexi Lalas International Soccer	2.5	NR	Everyone
Alien Trilogy	5.0	5/96	Teen
All Star Baseball '97 Featuring Frank Thomas	1.5	8/97	Kids-to-Adults
Allied General	3.5	NR	Kids-to-Adults
Alone in the Dark: One-Eyed Jack's Revenge	2.0	NR	Teen
Andretti Racing	4.5	11/96	Kids-to-Adults
Animaniacs Ten Pin Alley	3.0	NR	Everyone
Animorphs: Shattered Reality	3.0	NR	Everyone
Apocalypse	4.5	1/99	Teen
Aquanaut's Holiday	2.0	NR	Kids-to-Adults
Area 51	4.0	NR	Mature
Armored Core	4.0	1/98	Teen
Assault: Retribution	1.5	12/98	Teen
Assault Rigs	3.5	4/96	Kids-to-Adults
A-Train	2.5	4/96	Kids-to-Adults
Ball Blazer Champions	2.0	7/97	Kids-to-Adults
Ball Breakers	2.0	NR	Everyone
Barbie Race and Ride	2.5	NR	Everyone
Barbie Super Sports	2.5	NR	Everyone
Bases Loaded '96: Double Header	2.0	NR	Kids-to-Adults
Bass Landing	3.0	NR	Everyone
Bass Rise	3.0	NR	Everyone
Batman Forever: The Arcade Game	2.5	3/97	Kids-to-Adults
Battle Arena Toshinden	4.5	9/95	Teen
Battle Arena Toshinden 2	2.5	7/96	Teen
Battle Arena Toshinden 3	3.5	6/97	Teen
Battlesport	2.0	NR	Kids-to-Adults
BattleStations	3.5	5/97	Kids-to-Adults
Beast Wars: Transformers	2.5	NR	Kids-to-Adults
Beyond the Beyond	2.5	10/96	Kids-to-Adults
Big Bass World Championship with Hank Parker	4.0	4/97	Kids-to-Adults
Big Ol' Bass: Fisherman's Bait 2	3.0	NR	Everyone
Blast Chamber	5.0	1/97	Kids-to-Adults
Blazing Dragons	3.5	7/96	Kids-to-Adults
Bottom of the 9th	4.0	5/96	Kids-to-Adults
Bottom of the 9th '97	2.5	11/97	Kids-to-Adults
Bottom of the 9th '99	2.0	10/98	Everyone
BRAHMA Force: Assault on Beltlogger 9	3.5	7/97	Kids-to-Adults
BrainDead 13	1.0	NR	Kids-to-Adults
Bravo Air Race	3.5	10/97	Kids-to-Adults
Broken Helix	3.5	7/97	Mature
Broken Sword: Shadow of the Templar	2.5	NR	Teen
Broken Sword II: The Smoking Mirror	3.0	NR	Everyone
Brunswick Circuit Pro Bowling	4.0	11/98	Everyone
Bubble Bobble Also Featuring Rainbow Islands	4.5	NR	Kids-to-Adults
Bubsy 3D	3.0	1/97	Kids-to-Adults
Builder's Block	4.0	NR	Everyone
Burning Road	3.0	2/97	Kids-to-Adults
Bust-A-Groove	5.0	2/99	Everyone
Bust-A-Move 2: Arcade Edition	4.5	NR	Kids-to-Adults
Buster Brothers Collection	3.0	6/96	Kids-to-Adults
Caesar's Palace	3.0	2/98	Kids-to-Adults
Caesar's Palace 2	3.0	NR	Everyone
Carnage Heart	3.0	3/97	Kids-to-Adults
Casper	2.5	NR	Kids-to-Adults
Championship Bass	3.0	NR	Everyone
The Chessmaster 3D	4.0	5/96	Kids-to-Adults
Chronicles of the Sword	2.0	3/97	Kids-to-Adults
The City of Lost Children	3.0	4/97	Teen
Civilization II	3.5	NR	Everyone
Clock Tower	3.5	10/97	Mature
Codename: Tenka	4.0	3/97	Mature
College Slam	4.0	7/96	Kids-to-Adults
Command & Conquer	4.5	3/97	Teen
Command & Conquer: Red Alert	4.5	1/98	Teen
Contra: Legacy of War	3.5	1/97	Teen
Cool Boarders	4.0	3/97	Kids-to-Adults
Cool Boarders 2	4.5	12/97	Kids-to-Adults
Courier Crisis	3.0	1/98	Kids-to-Adults
Crash Bandicoot	4.5	10/96	Kids-to-Adults
Creature Shock	3.0	5/96	Teen
Critical Depth	3.5	1/98	Teen
Criticom	4.0	2/96	Teen
Croc: Legend of the Gobbos	4.5	11/97	Kids-to-Adults
The Crow: City of Angels	2.0	4/97	Mature
Crusader: No Remorse	5.0	3/97	Mature
Crusaders of Might and Magic	4.0	4/00	Teen
Crypt Killer	3.0	4/97	Teen
Cyberia	4.0	3/96	Teen
Cyber Sled	3.5	10/95	Kids-to-Adults
Cyber Speed	4.0	2/96	Kids-to-Adults
CyberTiger	3.0	NR	Everyone

GAME	FUN FACTOR	ISSUE REVIEWED	ESRB RATING
D	4.0	6/96	Teen
Dare Devil Derby 3D	3.5	2/97	Kids-to-Adults
Darklight Conflict	3.5	10/97	Kids-to-Adults
Darkstalkers: The Night Warriors	4.5	4/96	Teen
Dead Ball Zone	3.0	NR	Teen
Deathtrap Dungeon	4.0	6/98	Mature
Defcon 5	4.0	1/96	Kids-to-Adults
Descent	4.5	4/96	Teen
Descent Maximum	4.0	4/97	Teen
Destruction Derby	4.5	11/95	Kids-to-Adults
Destruction Derby 2	4.5	1/97	Kids-to-Adults
Die Hard Trilogy	4.5	6/96	Mature
Discworld	4.0	1/96	Kids-to-Adults
Discworld II	3.0	NR	Teen
Disney's Hercules	3.0	9/97	Kids-to-Adults
Disney's The Little Mermaid II	3.0	NR	Everyone
Disney's Story Studios: Mulan	3.5	NR	Everyone
Disruptor	5.0	12/96	Teen
The Divide: Enemies Within	3.0	1/97	Teen
Dragonheart: Fire and Steel	0.5	NR	Teen
Dynasty Warriors	4.0	7/97	Teen
Eliminator	3.0	NR	Everyone
Elmo's Letter Adventure	3.0	NR	Everyone
Elmo's Number Journey	3.0	NR	Everyone
Epidemic	4.0	1/97	Kids-to-Adults
ESPN's Extreme Games	4.0	11/95	Kids-to-Adults
Excalibur 2555 A.D.	1.5	2/98	Teen
Extreme Pinball	2.5	7/96	Kids-to-Adults
F1 Racing Challenge	3.5	NR	Everyone
F1 World Grand Prix	2.0	NR	Everyone
Fade To Black	4.5	9/96	Kids-to-Adults
Fantastic Four	2.0	10/97	Kids-to-Adults
Felony 11-79	4.5	10/97	Kids-to-Adults
FIFA Soccer '96	4.0	2/96	Kids-to-Adults
FIFA Soccer '97	4.5	1/97	Kids-to-Adults
FIFA Road to World Cup '98	5.0	2/98	Kids-to-Adults
FIFA World Cup '98	5.0	6/98	Everyone
The Fifth Element	3.5	1/99	Teen
Fighter Maker	2.5	NR	Teen
Final Doom	4.5	11/96	Mature
Final Fantasy Tactics	4.5	2/98	Everyone
The Final Round	2.5	8/96	Kids-to-Adults
Floating Runner	3.0	11/96	Kids-to-Adults
Formula 1	4.5	12/96	Kids-to-Adults
Formula 1 Championship Edition	4.5	12/97	Kids-to-Adults
Fox Hunt	1.0	NR	Teen
Fox Sports Golf '99	2.0	NR	Everyone
Fox Sports Soccer '99	3.0	NR	Everyone
Frank Thomas "Big Hurt" Baseball	3.0	9/96	Kids-to-Adults
Freestyle Boardin' '99	2.5	5/99	Everyone
Frogger	2.5	12/97	Kids-to-Adults
Geom Cube	4.5	4/96	Kids-to-Adults
Goal Storm	4.0	3/96	Kids-to-Adults
Goal Storm '97	3.5	6/97	Kids-to-Adults
Golden Goal Soccer	3.0	NR	Kids-to-Adults
Golden Nugget	3.5	11/97	Kids-to-Adults
Grand Slam	3.5	6/97	Kids-to-Adults
Grand Tour Racing '98	4.0	10/97	Kids-to-Adults
Grid Runner	4.5	11/96	Kids-to-Adults
HardBall 5	2.5	6/96	Kids-to-Adults
HardBall '99	3.0	12/98	Everyone
Herc's Adventures	4.5	11/97	Kids-to-Adults
Hexen	3.5	3/97	Mature
Hi-Octane	2.0	3/96	Kids-to-Adults
High Heat Baseball 2000	2.5	NR	Everyone
The Hive	2.0	4/96	Mature
Impact Racing	4.0	12/96	Kids-to-Adults
The Incredible Hulk: The Pantheon Saga	2.5	5/97	Kids-to-Adults
International Track & Field	5.0	8/96	Kids-to-Adults
In The Hunt	3.5	4/96	Kids-to-Adults
Invasion From Beyond	1.0	NR	Everyone
Iron & Blood	1.5	2/97	Teen
Iron Man/X-O Manowar In Heavy Metal	3.5	1/97	Kids-to-Adults
Irritating Stick	2.5	NR	Everyone
Jarret & Labonte Stock Car Racing	3.5	11/00	Everyone
Jet Moto	2.5	1/97	Kids-to-Adults
Jet Moto 2	4.0	12/97	Everyone
Jimmy Johnson VR Football '98	2.0	11/97	Kids-to-Adults
Johnny Bazookatone	3.5	3/96	Kids-to-Adults
Juggernaut	2.5	NR	Mature
Jumping Flash!	4.0	11/95	Kids-to-Adults
Jupiter Strike	4.0	3/96	Kids-to-Adults
K-1: The Arena Fighters	4.0	5/97	Kids-to-Adults
Kileak: The DNA Imperative	3.0	1/96	Teen
Killing Zone	0.5	NR	Teen
The King of Fighters '95	4.0	2/97	Teen
Krazy Ivan	3.5	3/96	Kids-to-Adults
Kurt Warner's Arena Football Unleashed	2.0	NR	Teen
Lemmings 3D	2.5	3/96	Kids-to-Adults
Lethal Enforcers I & II	3.5	8/97	Mature
The Lost World: Jurassic Park	5.0	9/97	Teen
Machine Head	3.5	2/97	Teen
Machine Hunter	4.0	10/97	Teen
Madden NFL '97	5.0	11/96	Kids-to-Adults
Madden NFL '98	5.0	10/97	Kids-to-Adults
Magic Carpet	4.5	6/96	Kids-to-Adults
Major League Baseball '98	5.0	9/97	Kids-to-Adults
Mass Destruction	3.5	12/97	Teen
MechWarrior 2	4.0	5/97	Kids-to-Adults
Micro Machines V3	3.0	3/98	Everyone
Missile Command	3.0	NR	Everyone
MLB Pennant Race	4.5	1/97	Kids-to-Adults

GAME	FUN FACTOR	ISSUE REVIEWED	ESRB RATING
Monkey Hero	2.5	NR	Everyone
Mortal Kombat 3	4.0	12/95	Mature
Moto Racer	5.0	12/97	Kids-to-Adults
Moto Racer 2	4.0	10/98	Everyone
Motor Toon Grand Prix	4.0	11/96	Kids-to-Adults
Myst	4.0	5/96	Kids-to-Adults
Nagano Winter Olympics '98	3.5	3/98	Everyone
Namco Museum: Volume 1	4.5	9/96	Kids-to-Adults
Namco Museum: Volume 2	3.5	12/96	Kids-to-Adults
Namco Museum: Volume 3	4.5	3/97	Kids-to-Adults
Namco Museum: Volume 4	3.0	8/97	Kids-to-Adults
Nanotek Warrior	4.0	3/97	Kids-to-Adults
NASCAR '98	5.0	11/97	Kids-to-Adults
NASCAR Racing	3.5	12/96	Kids-to-Adults
NBA Fastbreak '98	4.0	2/98	Kids-to-Adults
NBA Hang Time	3.5	NR	Kids-to-Adults
NBA in the Zone	4.0	3/96	Kids-to-Adults
NBA in the Zone 2	3.5	2/97	Kids-to-Adults
NBA in the Zone '98	3.5	3/98	Everyone
NBA Jam Extreme	4.0	3/97	Kids-to-Adults
NBA Jam: Tournament Edition	3.0	1/96	Kids-to-Adults
NBA Live '96	3.5	6/96	Kids-to-Adults
NBA Live '97	5.0	12/96	Kids-to-Adults
NBA Live '98	5.0	12/97	Kids-to-Adults
NBA Shoot Out	5.0	6/96	Kids-to-Adults
NBA Shoot Out '97	5.0	5/97	Kids-to-Adults
NBA Shoot Out '98	5.0	5/98	Everyone
NCAA Basketball: Final Four '97	3.5	4/97	Kids-to-Adults
NCAA Football '98	4.5	10/97	Kids-to-Adults
NCAA GameBreaker	4.0	11/96	Kids-to-Adults
NCAA GameBreaker '98	4.5	1/98	Kids-to-Adults
NCAA March Madness '98	5.0	4/98	Everyone
Need For Speed	4.5	5/96	Kids-to-Adults
Need For Speed II	3.5	6/97	Kids-to-Adults
NFL Full Contact	0.5	NR	Kids-to-Adults
NFL GameDay	5.0	1/96	Kids-to-Adults
NFL GameDay '97	5.0	2/97	Kids-to-Adults
NFL GameDay '98	5.0	10/97	Kids-to-Adults
NFL Quarterback Club '96	3.0	7/96	Kids-to-Adults
NFL Quarterback Club '97	3.5	12/96	Kids-to-Adults
NFL Xtreme	4.0	9/98	Everyone
NHL '97	4.5	1/97	Kids-to-Adults
NHL '98	4.5	11/97	Kids-to-Adults
NHL Blades of Steel 2000	2.0	NR	Everyone
NHL Breakaway '98	3.0	11/97	Kids-to-Adults
NHL Championship 2000	2.5	11/99	Everyone
NHL FaceOff	4.5	3/96	Kids-to-Adults
NHL FaceOff '97	5.0	12/96	Kids-to-Adults
NHL FaceOff '98	3.5	12/98	Kids-to-Adults
NHL Open Ice Challenge	4.5	3/97	Kids-to-Adults
NHL Powerplay '96	4.5	8/96	Kids-to-Adults

GAME	FUN FACTOR	ISSUE REVIEWED	ESRB RATING
NHL Powerplay '98	4.0	9/97	Kids-to-Adults
Norse by Norsewest: The Return of the Lost Vikings	3.0	7/97	Kids-to-Adults
Novastorm	2.5	12/95	Kids-to-Adults
O.D.T.	2.5	12/98	Teen
Off-World Interceptor Extreme	4.0	1/96	Mature
Ogre Battle Limited Edition: The March of the Black Queen	4.5	9/97	Kids-to-Adults
Olympic Soccer	4.0	8/96	Kids-to-Adults
Olympic Summer Games	2.5	9/96	Kids-to-Adults
OverBlood	3.5	6/97	Teen
Pandemonium!	4.0	1/97	Kids-to-Adults
Panzer General	3.5	NR	Kids-to-Adults
Peak Performance	3.0	4/97	Kids-to-Adults
Perfect Weapon	3.0	12/96	Teen
PGA Tour '96	4.5	11/95	Kids-to-Adults
PGA Tour '97	4.5	11/96	Kids-to-Adults
PGA Tour '98	4.5	11/97	Kids-to-Adults
Philosoma	3.0	4/96	Kids-to-Adults
Pitball	3.5	2/97	Kids-to-Adults
Play with the Teletubbies	1.5	NR	Early Childhood
PO'ed	4.0	7/96	Mature
Porsche Challenge	4.0	10/97	Kids-to-Adults
Power Move Pro Wrestling	4.5	1/97	Kids-to-Adults
Power Rangers Zeo Full Tilt Battle Pinball	3.5	NR	Kids-to-Adults
Power Serve Tennis	2.0	12/95	Kids-to-Adults
Power Soccer 2	3.0	2/98	Kids-to-Adults
Power Soccer '98	3.0	NR	Kids-to-Adults
Powerslave	4.5	2/97	Teen
Primal Rage	4.0	3/96	Teen
Pro 18 World Tour Golf	2.5	NR	Everyone
Pro Pinball	4.0	NR	Kids-to-Adults
Pro Pinball: Big Race USA	3.5	NR	Everyone
Pro Pinball: Fantastic Journey	3.0	NR	Everyone
Professional Underground League of Pain	3.5	5/97	Kids-to-Adults
Project Overkill	4.0	11/96	Mature
Project: Horned Owl	2.0	10/96	Teen
Psychic Detective	4.0	7/96	Mature
Psychic Force	4.0	3/97	Teen
Rage Racer	4.5	4/97	Kids-to-Adults
The Raiden Project	4.0	11/95	Kids-to-Adults
Rally Cross	4.0	5/97	Kids-to-Adults
Rampage World Tour	4.0	12/97	Kids-to-Adults
The Raven Project	3.5	6/96	Kids-to-Adults
Rayman	4.5	10/95	Kids-to-Adults
RayStorm	4.0	10/97	Kids-to-Adults
Re-Loaded	4.0	1/97	Mature
Reel Fishing	4.0	12/97	Kids-to-Adults
Resident Evil	5.0	4/96	Mature
Resident Evil: Directors Cut	4.5	12/97	Mature
Resident Evil 2: Dual Shock Version	4.5	11/98	Mature
Resurrection: Rise of the Robots 2	1.5	NR	Teen
Return Fire	5.0	4/96	Kids-to-Adults

GAME	FUN FACTOR	ISSUE REVIEWED	ESRB RATING
Revelations: Persona	4.5	2/97	Kids-to-Adults
Revolution X	3.0	4/96	Mature
Ridge Racer	5.0	9/95	Kids-to-Adults
Ridge Racer Revolution	4.5	9/96	Kids-to-Adults
Road Rash	4.5	4/96	Kids-to-Adults
Robo Pit	4.0	7/96	Teen
Robotron X	4.5	2/97	Kids-to-Adults
Romance of the Three Kingdoms IV: Wall of Fire	3.0	7/96	Kids-to-Adults
Rugrats: Search for Reptar	2.5	NR	Everyone
Rugrats: Studio Tour	2.5	NR	Everyone
Running Wild	2.0	12/98	Everyone
Rush Hour	2.0	7/97	Kids-to-Adults
Samurai Shodown III: Blades of Blood	1.0	2/97	Teen
Sentient	4.0	5/97	Kids-to-Adults
Sentinel Returns	1.0	10/98	Everyone
Shadow Masters	4.0	2/98	Teen
Shellshock	4.0	7/96	Kids-to-Adults
Shipwreckers!	4.0	12/97	Kids-to-Adults
Shockwave Assault	4.5	3/96	Kids-to-Adults
Silverload	4.5	5/96	Mature
Sim City 2000	3.0	10/96	Kids-to-Adults
Skeleton Warriors	4.0	7/96	Kids-to-Adults
Slam 'N' Jam '96 Starring Magic & Kareem	4.0	6/96	Kids-to-Adults
Slamscape	4.0	12/96	Kids-to-Adults
Smurfs	2.0	NR	Everyone
Space Griffon VF-9	4.0	4/96	Kids-to-Adults
Space Hulk: Vengeance of the Blood Angels	2.5	10/96	Teen
Space Jam	1.5	3/97	Kids-to-Adults
Spider: The Video Game	4.5	3/97	Kids-to-Adults
Spot Goes To Hollywood	4.0	11/96	Kids-to-Adults
Star Fighter	2.0	NR	Kids-to-Adults
Starblade Alpha	3.0	7/96	Kids-to-Adults
Star Wars: Rebel Assault II—The Hidden Empire	4.5	3/97	Kids-to-Adults
Starwinder	3.0	2/97	Kids-to-Adults
Steel Harbinger	4.0	12/96	Mature
Steel Reign	2.5	11/97	Teen
Street Fighter Alpha	5.0	3/96	Teen
Street Fighter: The Movie	2.0	1/96	Teen
Street Racer	3.5	12/96	Kids-to-Adults
Striker '96	3.0	7/96	Kids-to-Adults
Striker Pro 2000	3.0	NR	Everyone
Suikoden	4.5	1/97	Kids-to-Adults
Syndicate Wars	4.0	10/97	Teen
Tail Concerto	3.5	NR	Everyone
Tecmo's Deception	4.5	12/96	Teen
Tecmo Super Bowl	1.5	12/96	Kids-to-Adults
Tecmo World Golf	2.5	NR	Kids-to-Adults
Tekken	5.0	11/95	Teen
Tekken 2	5.0	7/96	Teen
Tempest X	3.0	2/97	Kids-to-Adults
Ten Pin Alley	4.5	2/97	Kids-to-Adults
Test Drive: Le Mans	2.5	NR	Everyone
Test Drive: Off Road	2.5	6/97	Kids-to-Adults
Test Drive: Off-Road 2	3.5	1/99	Everyone
Tetris Plus	4.0	NR	Kids-to-Adults
Thunder Truck Rally	3.5	6/97	Kids-to-Adults
Tigershark	4.0	3/97	Kids-to-Adults
Tiger Woods '99	4.0	2/99	Everyone
Tigger's Honey Hunt	3.5	NR	Everyone
Time Commando	3.5	12/96	Teen
TNN Motor Sports Hardcore 4x4	3.0	2/97	Kids-to-Adults
Tobal No. 1	3.5	1/97	Teen
Tokyo Highway Battle	2.5	NR	Kids-to-Adults
Total Eclipse Turbo	4.0	11/95	Kids-to-Adults
Toy Story 2: Buzz Lightyear to the Rescue!	3.0	NR	Everyone
Treasures of the Deep	5.0	10/97	Teen
Trick 'N Snowboarder	3.5	NR	Everyone
Triple Play '97	5.0	8/96	Kids-to-Adults
Triple Play '98	5.0	6/97	Kids-to-Adults
True Pinball	3.0	NR	Kids-to-Adults
Tunnel B1	3.0	2/97	Kids-to-Adults
Twisted Metal	4.0	2/96	Teen
Urban Chaos	3.0	NR	Mature
Vandal-Hearts	4.0	5/97	Mature
Viewpoint	3.5	2/96	Kids-to-Adults
Virtual Pool	4.0	5/97	Kids-to-Adults
Virtual Tennis	2.5	9/96	Kids-to-Adults
Viva Soccer	3.0	NR	Everyone
VMX Racing	2.0	6/97	Kids-to-Adults
VR Baseball '97	3.5	5/97	Kids-to-Adults
VR Golf '97	4.0	12/96	Kids-to-Adults
VR Soccer '96	4.0	5/96	Kids-to-Adults
VR Sports Powerboat Racing	3.5	5/98	Everyone
War Gods	3.5	NR	Mature
Warhammer: Shadow of the Horned Rat	3.5	2/97	Kids-to-Adults
Warhawk	4.5	1/96	Kids-to-Adults
WCW Nitro	4.0	2/98	Kids-to-Adults
WCW vs. The World	4.5	5/97	Kids-to-Adults
Wild 9	5.0	11/98	Teen
Wild Arms	5.0	7/97	Kids-to-Adults
Williams Arcade's Greatest Hits	4.5	6/96	Kids-to-Adults
Williams Arcade's Greatest Hits: The Atari Collection 1	3.0	3/97	Kids-to-Adults
Wipeout	5.0	11/95	Kids-to-Adults
Wipeout XL	5.0	11/96	Kids-to-Adults
World Cup Golf	3.5	7/96	Kids-to-Adults
W.O.R.M.S.	4.5	NR	Kids-to-Adults
WWF: In Your House	3.5	1/97	Kids-to-Adults
WWF Wrestlemania: The Arcade Game	5.0	12/95	Kids-to-Adults
X-COM: UFO Defense	3.0	4/96	Kids-to-Adults
Xevious 3D/G+	4.0	7/97	Kids-to-Adults
Zero Divide	4.0	2/96	Teen
Zoop	4.0	3/96	Kids-to-Adults

3Xtreme

Hidden Players and Vehicles: At the main menu, highlight Memory Card and **press Right** to access a hidden option, Codes. **Press** × and input any of the following passwords to activate these cheats:

Access All Aliens:	`astromen`
Access All Exhibition Tracks:	`vouyeur`
Race as Bink:	`bink`
Race as the Blue Car:	`blueline`
Race as Dominique:	`dominique`
Race as Geep:	`geep`
Race as Lugnut:	`lugnut`
Race as Nyub:	`nyub`
Race as the Red Car:	`redline`
Race as TP:	`tp`
Race as the White Car:	`whiteline`

Unlock All Freestyle Tracks: At the main menu, highlight Memory Card, **press Left or Right** to highlight Codes, then **press** ×. Enter `TRIXXY` and **press** × to unlock all the Freestyle Tracks in Freestyle mode.

Watch the Ultraspank Hidden Video: At the main menu, highlight Memory Card and **press Right** to access a hidden option, Codes. **Press** ×, input the password `ultraspank` and **press** ×. Highlight options, **press Right,** and an Ultraspank Video option appears. **Press** × to watch the video.

Agile Warrior F-111X

Pause the game and enter any of the following codes:

All Missions Are Available: Press Left, □, □, □, □, Up, △, △, △, Right, ○, Down, ×, △, △, △, Up, Up, Up.

All Missions Are Complete: Press Left, □, □, □, □, Up, △, △, △, Right, ○, Down, ×, Select, ×, ×, ×, Select, △, △, △, Select, ×, ×, ×.

All Weapons: Press Left, □, □, □, ,Up, △, △, △, Right, ○, Down, ×, R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2.

Cheryl Marie Boudreau Dance: Press Left, □, □, □, □, Up, △, △, △, Right, ○, Down, ×, Down, ×, Down, ×, Down, ×, Down, ×, Down, ×.

Invincibility: Press Left, □, □, □, □, Up, △, △, △, Right, ○, Down, ×, △, △, △, □.

Maximum Fuel and Armor: Press Left, □, □, □, □, Up, △, △, △, Right, ○, Down, ×, △, △, △, ○.

Summon B1 Bombers (Mission 1 Only): Press Left, □, □, □, □, Up, △, △, △, Right, ○, Down, ×, ×, ×, ×, ×, ×, ×.

Army Men 3D

All Weapons and Unlimited Ammo: Pause the game and quickly **press □, ○, R1, L1, simultaneously press R1 and R2.** If you entered the code correctly, "Power Up" will appear onscreen. Unpause the game and Sarge (your character) will have all weapons loaded with unlimited ammunition.

Note: You must re-enter this code each time you enter a new level or if you are killed.

Invincibility: Start a game, pause it, and **quickly press □, ○, L1, then simultaneously press L1 and L2.** If you entered the code correctly, Sarge will be invincible during the current level. Repeat the code each time you begin a new level.

Army Men: Air Attack

Unlock All Co-Pilots: At the main menu, enter Password, and then input `Up, Down, Up, Down, Up, Down, Up, Down`. If you entered the code correctly, you'll unlock all the game's co-pilots.

Army Men: Sarge's Heroes

Level Select: At the main menu, **simultaneously press and hold □, L1, R1.** Keeping these buttons held, **press Up, Down, Left, Right.** You'll hear a voice yell "Yeeha!" Choose Campaign, and you'll then be able to choose any level.

Army Men: World War

Level Select: At the main menu, **press and hold R2, then press and hold R1.** Release R2, then release R1. **Press and hold L2, then press and hold L1.** Release L2, then release L1. **Press ○, then □.** If you entered the code correctly, you'll be taken to the level select screen.

BattleTanx: Global Assault

Code Cheats: At the Game Setup screen, choose Input Code. Input any of the following codes to unlock these cheats.

All Tanks:	`THRTN`
All Weapons:	`SRTHMB`
Level Select:	`BCKDR`

Black Dawn

Pause the game and enter any of the following codes:

Cycle Through Gun Modes: Press Select, L2, Select, R2, Select, Select, Select.

Maximum Fuel and Armor: Press Select, L2, Select, R2, △, △, △, ○.

Maximum Weapons: Press Select, L2, Select, R2, L1, L2, R1, R2.

Mission Skip: Press Select, L2, Select, R2, △, △, △, Down, Down, Down.

"Perfect" Pause: Press Select, L2, Select, R2, Down, R1, R2.

Summon Wingman: Press Select, L2, Select, R2, □, □, □, ○.

Upgrade Current Weapon: Press Select, L2, Select, R2, L1, L1, R1, R1.

Blood Omen: Legacy of Kain

Enter any of the following cheats during gameplay or when the game is paused.

Blood Code: To replenish Kain's blood supply: **Press Up, Right, □, ○, Up, Down, Right, Left.**

Cinematics: To check out any cinematic in the Dark Diary: **Press Left, Right, □, ○, Up, Down, Right, Left.**

More Magic: To fill Kain's magic meter, **press Right, Right, □, ○, Up, Down, Right, Left.**

Boom Bots

All Characters and Levels: Start a normal game. At the Boom Bot selection screen, **press □, □, □, □, ○, ○, ○, ○, □, □, □, □, Select, Select, Select.** If you entered the code correctly, all characters will be available, while all levels will be available in Versus mode.

Castlevania: Symphony of the Night

Finish the game, then start a new game and enter any of the passwords below.

Advanced Intelligence: Enter the password `X-X!V''Q` and start the game. Your intelligence will be boosted, but your strength will be weak.

Axe Lord Armor: Enter the password AXEARMOR and start the game. You'll find a cool new suit of armor in your inventory.

Play as Richter: Enter the password RICHTER and start the game. You can now play as Richter Belmont.

Secret Passage: At the outer-wall section of the castle, defeat the Armor lord and go into the next room. Slash the far left wall, get the Meat, and stand in the hole you've created for 20 seconds. An elevator will take you into a secret room containing Jewel Knuckles and a Mirror Cuirass.

Colony Wars III: Red Sun

Password Cheats: At the main menu, choose Logon. At the Magenta Station screen, **press R2, R2, L2, L2, R1, R1, Select, Select**. If you entered the code correctly, a Cheat option will appear below Memory Card. Choose Cheat, then choose Enter Password. Input any of the following passwords, then choose End. If you entered the password correctly, "Accept Password" will automatically be highlighted. **Press** × to accept the password and make it active.

Note: Passwords are case-sensitive. A _ designates a blank space.

All Ships:	Greyam_Beard
All Weapons:	Armoury
Indestructible:	Awrate
Mission Skip:	Quickie
Ship Loaded With All Weapons:	Big_Daddy
Station Select:	Move_House
Unlimited Afterburners:	Jalferezi
Unlimited Ammunition:	Sly_n_Devious
Weapons Don't Overheat:	ROCKWROK

Cool Boarders 4

Password Cheats: At the main menu, choose One Player. At the Enter Your Name screen, enter any of the following passwords as your name to activate these cheats:

Unlock All Mountains, Boards, and Characters:	IMCHEAT
Unlock All Special Events:	IMSPECIAL

CTR: Crash Team Racing

Unlock All Characters: At the main menu, **simultaneously hold R1 and L1, and press the following buttons** to unlock these characters. If you entered the code correctly, you'll hear a chime. The unlocked characters are not available in Adventure mode.

Dr. N. Trophy: Press Down, Left, Right, Up Down, Right, Right.

Komodo Joe: Press Down, Left, Right, Up, Down, Right.

Papu Papu: Press Left, △, Right, Down, Right, ○, Left, Left, Down.

Penta Penguin: Press Down, Right, △, Down, Left, △, Up.

Pinstripe: Press Left, Right, △, Down, Right, Down.

Ripper Roo: Press Right, ○, ○, Down Up, Down, Right.

Cheats: At the main menu, press the following buttons to activate these cheats. If you entered the code correctly, you'll hear a chime.

Infinite Bombs: Simultaneously press and hold L1, R1, then press △, Right, Down, Right, Up, △, Left.

Infinite Masks: Simultaneously press and hold L1, R1, then press Left, △, Right, Left, ○, Right, Down, Down.

Infinite Wumpa Fruit: Simultaneously press and hold L1, R1, then press Down, Right, Right, Down, Down.

Invisibility: Simultaneously press and hold L1, R1, then press Up, Up, Down, Right, Right, Up.

Longer-Lasting Turbo: Simultaneously press and hold L1, R1, then press △, Right, Right, ○, Left.

Dave Mirra Freestyle BMX

All Bikes: At the bike selection screen, **press Up, Left, Up, Down, Up, Right, Left, Right, ○.** If you entered the code correctly, you'll hear a sound.

All Styles: At the style selection screen, **press Left, Up, Right, Down, Left, Down, Right, Up, Left, ○.** If you entered the code correctly, you'll hear a sound and all styles will now be unlocked.

Play as Slim Jim: At the rider selection screen, **press Down, Down, Left, Right, Up, Up, ○.** If you entered the code correctly, you'll hear a sound.

Die Hard Trilogy 2: Viva Las Vegas

Cheat Codes: Pause the game and press any of the following button combinations to activate these cheats. If you entered the code correctly, the top of the Pause menu will read "Cheat Enabled." Enter the code again to disable the cheat. The Auto-Reload and Slow-Motion cheats can be used only in Gun mode; the other cheats can be used only in 3rd Person mode.

Auto-Reload: Press ○, ○, △, △, □, □.

Big Heads: Press R1, R1, L1, L1, △, △.

Exploding Heads: Press □, □, ○, ○, R1, R1.

First-Person View: Press ○, ○, △, △, □, □.

Skeleton: Press ○, □, △, △, □, ○.

Slow Motion: Press △, L1, △, L1, △, L1.

Level Select: At the main menu, **press L1, L1, ○, ○, □, □.** At the Debug menu, choose Direct Level Access, then choose a game mode (3rd Person, Gun, or Driving), then choose a level.

Dino Crisis

Hidden Games: Finish the game on the Normal setting in less than five hours. A screen will appear with a message about a special mission. Save the game data to a memory card. Start a new game with the saved data, and you can now play two extra games—Operation "Dr. Kirk" and Operation "Wipe Out." Finish the game in Normal mode to unlock the following secrets:

Spy, Army, and Battle Type Outfits: Finish the game. After the end credits and the ranking screen scroll by, a new screen appears announcing your reward: a new costume. Save the data to a memory card and start a new game using the saved data. When it begins, you'll be able to choose from three costumes for Regina: Spy, Army, and Battle Type.

Ancient Type Outfit: Using the saved data from a finished game, finish the game and get a different ending. After the end credits and the ranking screen scroll by, a new screen appears announcing your reward: a new costume. Save the data to a memory card, and start a new game using the saved data. When the game begins, you can choose from four different outfits: Spy, Army, and Battle Type (that you unlocked before) and a new outfit, Ancient Type. Check out those weapons!

Super Grenade: Using the saved data from two consecutively completed games, finish the game and get the third ending. After the end credits and ranking screen scroll by, a new screen appears announcing your reward: a grenade gun with unlimited ammo. Save the data to a memory card and start a new game using the saved data. In your item inventory, you'll find the grenade gun loaded with unlimited rounds.

Driver

Enter the following codes at the main menu screen. You'll hear a confirming sound if you entered the code correctly. Then go to the Cheats menu to activate these cheats.

Antipodean: To race upside-down, **quickly press R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, R2, L1.**

Immunity: To race without a felony bar and avoid police, **quickly press L1, L2, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2.**

Invincibility: Quickly press L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1.

Minis: To race in a miniature version of your car, **quickly press R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2.**

Rear Wheel: To steer with your rear wheels, **quickly press R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1.**

Stilts: To race on elevated suspension, **quickly press R2, L2, R1, R2, L2, L1, R2, R2, L2, L2, L1, R2, R1.**

View the Credits: Quickly press L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1.

Duke Nukem: Time to Kill

Pause the game and enter any of the following codes:

All Inventory: Press R1, R1, R1, R1, R1, L2, L2, L2, L2, L2.

All Keys: Press Up, Right, Up, Left, Down, Up, Right, Left, Right, Down.

All Weapons: Press L1, L2, Up, L1, L2, Down, R1, Right, R2, Left.

Infinite Ammo: Press Left, Right, Left, Right, Select, Left, Right, Left, Right, Select.

Invisible: Press L1, R1, L1, R1, L1, R1, L1, R1, L1, R1.

Super Weapons: Press Right, Right, Left, Right, Right, Left, Right, Right, Left, Select.

Eagle One: Harrier Attack

Infinite Ammo: At the main menu, enter Options. At the Options screen, **press R1, L1, R2, L2, R1.** If you entered the code correctly, you'll hear a beep.

Invincibility: At the main menu, enter Options. At the Options screen, **press R1, L1, R2, L2, L1.** If you entered the code correctly, you'll hear a beep.

Level Select: At the main menu, enter Options. At the Options screen, **press R1, L1, R2, L2, Start.** If you entered the code correctly, you'll hear a beep. Start a normal game. At the Select Island screen, **press Left or Right** to choose an island, then select a mission.

Fear Effect

Cheats: At the main menu, **press L1, L1,** ○, ○, □, □. At the Debug menu, choose Direct Level Access, then choose a game mode (3rd Person, Gun, or Driving), then choose a level.

At the main menu, choose Options, then Credits. Enter any of the following button presses to activate these cheats. If you enter a code correctly, the screen will flash and you'll hear a gunshot.

Infinite Ammo: Press L1, △, **Up, Down,** ○, ○, △, □, **Left,** △.

Invincibility: Press L1, △, **Up, Down,** ○, ○, △, □, **Right,** □.

One Shot Kills Enemies: Press L, △, **Up, Down,** ○, ○, △, □, **Down, R1.**

Powerful Enemies: Press Down, Down, Down, △, **Down, Down, Down,** □, **Left.**

Puzzles Solved: Press L1, △, **Up, Down,** ○, ○, **Down, Down, Down, Up.**

End-Game Movies: Put the first disk in your PlayStation and turn it on. Let the introduction movie play. When the talking stops, the music starts, and the credits appear on the screen, open your PlayStation, take out the first disk, and put in the second disk. After a pause, all the game-end movies will play.

Fighting Force

Cheat Menu: At the options screen that appears after the title screen, **simultaneously press and hold L1, R2, Left, and** □. Hold the buttons until the words "Cheat Menu" appear at the bottom of the screen. Select Options, and you'll find two new options—invincibility and level-select.

Fighting Force 2

Ultimate Cheat: At the Press Start screen, **simultaneously press L1, L2, R1,** △, ×, **and Left.** If you entered the code correctly, you'll automatically go to the next screen; choose Start Game. Now you can select any level, you have inexhaustible ammo, and you'll be invulnerable to enemy fire.

Final Fantasy Anthology

Bonus Mode in Final Fantasy VI: Finish the game, Final Fantasy VI, and, when you're asked to "Save the current play data to the system file?," select "Yes" to save the data to a memory card. After the rendered cinema and the words "The End" appear onscreen, reset the PlayStation. At the New Game menu, enter Bonus and load the saved data from your memory card. Now you can enter all menus and sub-menus that were previously locked.

Gex 3: Deep Cover Gecko

Enter the following codes while the game is paused:

Debug Menu: Press and hold L2 and press Up, ○, **Right, Up, Left, Right, Down.** If you entered the code correctly, you'll hear a confirming sound. To bring up the Debug Menu, **press Select** at any time during gameplay.

Invincibility: Press and hold L2 and then press Down, Up, Left, Left, △, **Right, Down.** If you entered the code correctly, you'll hear a confirming sound. Unpause the game, and Gex is invincible.

Random Quotes: Press and hold L2, then press Down, Right, Left, ○, **Up, Right.** If you entered the code correctly, you'll hear a confirming sound. Unpause the game and **press Select** at any time for Gex to make a comment.

Grind Session

All Tricks: Start a game in Tournament mode. Pause the game and **press Down, Left, Up, Right, Down, Left, Up, Right.** If you entered the code correctly, a message will read, "All Tricks Enabled. Don't Hurt Yourself."

Hot Shots Golf

Mirror Courses: At the Course Select screen, highlight any of the courses, then **simultaneously press and hold L1 and L2, and press** ×.

Select All Characters, Unlock All Courses, and Access Challenge Mode: At the title screen, **simultaneously press and hold L1, R1, L2, and R2 on controller two.** After the screen flashes and the Hot Shots logo is bouncing toward you, **quickly press Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left on controller two.** You must enter the button presses before the logo stops bouncing, or the code won't work. If you entered the code correctly, you'll hear a sound. Now you can select any character, play on any course, and access the Challenge mode.

Hot Shots Golf 2

Unlock All Characters, Courses, and Equipment: At the main menu, choose New Game, and input `2GSH` as your name. If you entered the code correctly, all courses, characters, clubs, and balls will be available.

Legacy of Kain: Soul Reaver

Pause the game and enter any of the following codes:

All Abilities: Press and hold L1 or R1, then press Up, Up, Down, Down, Right, Right, Left, ○, Right, Left, Down. When you resume playing, you'll be able to phase through gates, climb walls, fire force projectiles, swim, and have the Soul Reaver.

Fire Glyph: Press and hold L1 or R1, then press Up, Up, Right, Up, △, L2, Right.

Force Glyph: Press and hold L1 or R1, then press Down, Left, △, Down, Up.

Maximum Health: Press and hold L1 or R1, then press Right, ○, Down, Up, Down, Up.

Maximum Magic: Press and hold L1 or R1, then press △, Right, Down, Right, Up, △, Left.

Refill Health: Press and hold L1 or R1, then press Right, ○, Down, Up, Down, Up.

Refill Magic: Press and hold L1 or R1, then press Right, Right, Left, △, Right, Down.

Sound Glyph: Press and hold L1 or R1, then press Right, Right, Down, ○, Up, Up, Down.

Stone Glyph: Press and hold L1 or R1, then press Down, ○, Up, Left, Down, Right, Right.

Sunlight Glyph: Press and hold L1 or R1, then press Left, ○, Left, Right, Right, Up, Up, Left.

Water Glyph: Press and hold L1 or R1, then press Down, ○, Up, Down, Right.

Medal of Honor

Ultimate Cheat: At the main menu, choose Options, then choose Password. Now you can input `SMPSMDMILK` as the password. If you entered it correctly, the Enigma machine will flash green. Reenter the password screen. Input `URLINGAMBE` as the password. If you entered it correctly, you will be taken to a photo gallery. **Press** × repeatedly to move through the photo gallery until you return to the main menu. All multiplayer levels, multiplayer characters, single-player levels, secret codes, briefings, and galleries will now be available.

MediEvil II

Cheat Menu: Pause the game, **press and hold L2, then press △, ○, △, ○, ○, △, Left, ○, Up, Down, Right, ○, Left, Left, △, Right, ○, Left, Left, △, ○, Down, ○, ○, Right.** If you entered the code correctly, a Cheats option will appear in the pause menu. Inside the Cheats menu are several options, including a level skip, invincibility, and more.

Metal Gear Solid

Bandana and Demo Theater Roll A: Don't submit to Ocelot's torture and instead finish the game. After the end credits, a screen appears announcing your prize: a Bandana that gives you unlimited ammo. Save the game data, start a new game using that data, and you'll find the Bandana in your item inventory. To access the Demo Theater Roll A, finish the game as you did above. At the title screen, enter the Special Menu and you should find a new option, Demo Theater. Enter this new option and you'll find Roll A, which lets you watch all the cinemas in the game's "A" scenario.

Gun Shooting Mode: Enter the VR Training mode and successfully complete Time Attack Mode (see the above cheat for information on how to access this mode). When you re-enter VR Training mode, you'll find a new option, Gun Shooting Mode.

Snake in a Tuxedo and Red Cyborg Ninja: Play through the game using the saved data from each game. Don't submit to Ocelot's torture during the first game, but submit during the second game. Also, don't use the Bandana or the Stealth Camouflage during either game or the trick won't work. After you finish the second game, start a third game with the saved date from the second game. When the game begins, Snake will be dressed in a tuxedo, à la James Bond—and when you encounter the Cyborg Ninja, his blue armor will now be red and vice versa.

Stealth Camouflage and Demo Theater Roll B: This time, submit to Ocelot's torture and finish the game. After the end credits, a screen appears announcing your prize: Stealth Camouflage. This item keeps you cloaked from all enemies in the game except boss characters. Save the game data, start a new game using that data, and you'll find the Stealth Camouflage in your item inventory. To access the Demo Theater Roll B, finish the game as listed above. At the title screen, enter the Special Menu, and you should find a new option, Demo Theater. Enter this new option, and you'll find Roll B, which lets you watch all the cinemas in the game's "B" scenario.

Time Attack Mode: Enter the VR Training mode and successfully complete Training Mode. When you re-enter VR Training mode, you'll find a new option, Time Attack Mode.

Mortal Kombat Trilogy

Kombat Zone Select: At the fighter-select screen, put the cursor over Sonya, and **press and hold Up, and press Start.** You'll hear a thud. Select a character and a Kombat Zone select option will appear. Now you can fight on any stage.

Play as Chameleon: To play as the hidden fighter Chameleon, at the fighter-select screen, select Human Smoke. Then **press and hold Left, L1, R2, □, and △. Hold these buttons until the fight starts.** When the match starts, Human Smoke explodes into Chameleon. Chameleon has the powers of Classic Sub-Zero, Rain, Smoke, Ermac, Scorpion, and Noob Saibot.

Secret Konfigure: At the title screen, select Options. In Options, **simultaneously press and hold R1, R2, L1, L2, and Up for five seconds.** After five seconds, the screen will shake. Now you can highlight the green "?" box. Inside this options are several cheats, including one-button fatalities.

NASCAR Rumble

All Cars, Drivers, and Tracks: At the main menu, choose Game Options. Highlight "Load and Save," **press Left, then press** × to enter the password screen. Input `C9P5AU8NAA` as the password. If you entered the password correctly, a message will ask if you want to replace the current password. Choose Yes. All cars, drivers, and tracks will now be available.

NCAA Football 2001

Secret Codes: At the main menu, enter Game Settings, then choose Secret Codes. Input any of the following passwords to activate these cheats.

Change the Date:	`Y2K`
Defense Always Intercepts the Ball:	`OSKIE`
Faster Daytime Effects:	`DAYNIGHT`
Juggernaut Team:	`BULLDOZER`
Maximum Attribute Points:	`BALLER`
Maximum Recruiting Points:	`HEADCOACH`
Maximum Wind:	`SAFETY`
Receivers Always Catch the Ball:	`HANDSOFGLUE`
See CPU's Plays:	`MINDREADER`
Unlock All Stadiums:	`OPENSESAME`

Need for Speed: High Stakes

Hidden Cars: At the Game Setup screen, enter the Game Options, then go into User Name. Enter the following player names to activate these cheats. The hidden cars will be added to the regular lineup at the Car Select screen.

Helicopter:	WHIRLY
Note: The helicopter can be raced only in Test Drive mode.	
Phantom Car:	FLASH
Titan Hot Rod:	HOTROD

Dashboard View: Highlight any car you want to race at the Car Select screen, then **press Start** to start the race. Immediately after you press Start, **simultaneously press and hold Up, △, and × until the race begins.**

Heavy Car: Highlight any car that you want to race at the Car Select screen, then **press Start** to start the race. Immediately after you press Start, **simultaneously press and hold Left, □, and ○ until the race begins.** Once the race begins, try ramming other cars!

Instantly Return to the Road: After you crash your car or drive off the road, quickly **press Select** to instantly return to the road.

NFL GameDay 2001

Easter Eggs: At the main menu, enter Options, then Easter Eggs. At the Easter Eggs screen, choose Add Entry, then input any of the following codes to activate these cheats. If you entered the password correctly, the name of the cheat will appear under "Easter Eggs Activated" on the left side of the screen.

Note: A _ designates a blank space.

989 Studios Players:	989_SPORTS
All Bobo Teams:	ALL_BOBO
Better Defensive Line:	LINE_BUSTER
Better Running Back:	SUPER_FOOT
Expert Mode:	SMARTER_CPU
Faster Players:	BOOSTER
Flat Players:	TWO_D
GameDay Field:	GD_FIELD
Great Hands for Receivers:	STICKEM
Harder Tackles:	CRUNCH
Huge Football:	BIG_PIG
Huge Players:	GIANTS
Players Have More Endurance:	ENDURANCE
Players Named After Presidents:	OVAL_OFFICE
Players Named After Programmers:	RED_ZONE
Slow Frame Rate:	STROBE_LIGHT
Small Players:	POP_WARNER

No Fear Downhill Mountain Bike Racing

Password Cheats: At the main menu, choose Time Trial. Answer "yes" when asked "Use Competition Access Code?" Input the following passwords to activate these cheats.

*Note: At the trail selection screen you must choose Elite trails (**press Right twice**) to access some trails.*

All Riders:	GOOBERS
All Trails:	LOTSOFFEAR
All Upgrades:	LOTSOFGEAR
Mirrored Tracks:	EDOMRORRIM
Moon Gravity:	BIGFLOATER
Trick Trail:	MONKEYBIKE
Wire Frame Mode:	TIREFRAME

Nuclear Strike: The Sequel to Soviet Strike

Enter the following codes for the levels below:

Level 2–Islands:	CUTTHROATS
Level 3–Peace:	COUNTDOWN
Level 3–Peace (after nuclear blast):	PLUTONIUM
Level 4–DMZ:	PUSAN
Level 5–Fortress:	ARMAGEDDON
Four Lives:	PHOENIX
Five Lives:	WARRIOR
Infinite Lives:	LAZARUS
Less Fuel Consumption:	MPG
Secret Mission:	LIGHTNING

Oddworld: Abe's Exoddus

Invincibility: Press and hold R1 and press ○, △, □, ×, Down, Down, Down, ○, △, □, × any time during gameplay. After you enter the code, Abe will be invincible to mines and machine-gun fire.

Level Select: At the title screen where Abe says "Hello," **press and hold R1 and press Down, Up, Left, Right, △, □, ○, △, □, ○, Down, Up, Left, Right.** If you entered the cheat correctly, Abe will say "Okay" and a level-select option will appear.

Skip to Next Path: During gameplay, **press and hold R1 and press ○, ○, ×, ×, □, □.** If you entered the code correctly, Abe will skip to the next path in the game.

View Full-Motion Video Sequences: At the title screen where Abe says "Hello," **press and hold R1 and press Up, Down, Left, Right, □, ○, △, ○, □, ○, Up, Down, Left, Right.** If you entered the cheat correctly, Abe will say "Okay" and a movie-player option will appear.

Oddworld: Abe's Oddysee

Level Select: At the title screen where Abe says "hello," **press and hold R1, and press Down, Right, Left, Right, □, ○, □, △, ○, □, Right, Left.** If you entered the cheat correctly, Abe will say "okay" and a level-select option will appear.

Movie Player: At the title screen where Abe says "hello," **press and hold R1, and press Up, Left, Right, □, ○, △, □, Right, Left, Up, Right.** If you did the cheat correctly, Abe will say "okay" and a movie player will appear.

Voice Cheat: Press and hold R1, and press △, Up, ○, Left, ×, Down, □, Right any time during gameplay. After you enter the code, Abe can solve voice puzzles with any single sound.

Parasite Eve

EX Game: Finish the game and save the data to a memory card. When you start a new game, a new option, EX Game, will appear at the main menu. The EX Game is identical to the regular game except it's more difficult and the New York map has an extra area to explore, the Chrysler Building. The Chrysler Building appears after Day 2 during an EX Game.

Parasite Eve II

Secret Play Modes: Finish the game while meeting the following conditions and save the game to a memory card. At the title screen, if you select Continue and load the saved game data, you can select from any of the following game modes that you may have unlocked.

Bounty Mode: Finish the game once.

Deadly Mode: Finish a game in Scavenger mode.

Replay Mode: Finish the game once.

Scavenger Mode: Finish the game with at least 69,001 EXP.

Secret Weapons and Items: Finish the game and save the data to a memory card. Each time you complete a game, you'll receive three special items. The items you get depend on the total EXP you've accumulated during the game—however, you can't receive the same prize twice. For example, if you finish the game with an "A" rank, play the game again using the saved data from the previous game, and get another "A" rank, you'll automatically be bumped to the next highest rank, "S." You can purchase only the items you're awarded in Replay mode. Be sure to play each successive game with the saved data from the previously completed game.

S Rank: 400,001-over, Ringer's Solution, Eau de Toilette

A Rank: 200,001-400,000, Hypervelocity, Hunter Goggles, MP Boost 2

B Rank: 75,001-200,000, MM1, Airburst, Recovery 3

C Rank: 72,001-75,000, M249, .44 Maeda SP, Cola

D Rank: 69,001-72,000, Mongoose, .44 Magnum, Skull Crystal

E Rank: 66,001-69,000, AS12, R. Slug, Firefly

F Rank: 62,001-66,000, Aya Special, 9mm Spartan, Talisman

G Rank: 57,001-62,000, Javelin, MD, Holy Water

H Rank: 51,001-57,000, Pyke, Lipstick, Tactical Armor

I Rank: 44,001-51,000, Hammer, Second Pouch, MP Boost 1

J Rank: 16,001-44,000, M203, Protein, 9mm Hydra

K Rank: 14,511-16,000, M9, Rifle Clip Holder, Flare

L Rank: 0-14,510, Monk Robe, Medicine Wheel, Recovery 2

Note: If you get an "S" ranking twice, you'll be awarded an "L" rank instead of a second "S" rank.

Pong

Unlock All Zones: At the zone selection screen, **press start to pause the game, then press L2, R2, L2, R2**. If you entered the code correctly, you'll unlock all zones.

Rally Cross 2

From the Main Menu, enter Race, then go into Season. Start a New Season and enter the following passwords to activate these cheats:

Drive Any Car:	MOOBMOOB
Dry Humps Track:	CIRE
Dusty Road Track:	MIT
Frozen Trail Track:	NIVEK
Hillside Track:	BSIRHC
Jungle Track:	ELGNUJ
Little Woods Track:	FOSTER
Low Gravity Tracks:	AIRFILLED
Oasis Track:	SISAO
Rally Cross Physics:	LEADSHOT

Note: Enter the password MOONEY *to revert back to Rally Cross 2 physics.*

Rock Creek Track:	KCIN
Unlock Pro Skill Setting and Extra Tracks:	PREALL
Unlock Veteran-Skill Setting:	PREPRO

Rampage Through Time

Power Meter Always Recharges: At the main menu, choose Password. Input J0SHS as the password. If you entered it correctly, you will automatically return to the main menu and the power meter of human-controlled monsters will always recharge.

Unlock Movies: At the main menu, choose Password. Input 12345 as the password. If you entered it correctly, you will automatically return to the main menu. Choose Options, then Cheats where you can now choose movies to watch or sound effects to hear.

R/C Stunt Copter

All Gold Medals: At the main menu, **press Down, Up, Left, Right, △, ×, □, ○**. If you entered the code correctly, you'll hear "Cheaters Never Prosper" and see the words, "All Gold." All levels will now have been completed with a gold medal.

Level Select: At the main menu, **press Down, Up, Right, Left, △, ×, □, ○**. If you entered the code correctly, you'll hear "Cheaters Never Prosper" and see the words, "Unlock All Levels." All levels will now be unlocked.

Resident Evil 2: Dual Shock Version

Execute the following cheats in the Original Game mode and on the Normal skill setting.

Alternate Outfits for Characters: Start a new game as Leon or Claire and make it to the precinct without picking up any items. In the precinct, load up on ammo and head back outside. Go down the stairs and shoot the zombie Brad—he's tough, so it takes about 20 shots to destroy him. After he's down, search his corpse to find the special key. The key opens one of the lockers in the darkroom with different clothes for Leon and Claire and a new pistol for Claire.

Extreme Battle Game: Play through the game twice using the consecutively saved data from each character. After the end credits and the ranking screen of the second game scroll by, a new screen appears that says, "You can play another scenario if you make a new save data." Save the data. At the load data screen, select Arrange Data (Rookie Data for Arrange Game), and load the data labeled "???". When you load the data, you can play a hidden mini-game called Extreme Battle.

Hidden Skill Levels and Characters in the Extreme Battle Game: Each time you finish an Extreme Battle game, a new skill level and character are unlocked. After the first playthrough, Ada and skill level 2 are unlocked; after the second playthrough, Chris Redfield and skill level 3 are unlocked.

Submachine Gun and Rocket Launcher with Unlimited Ammo and "4th Survivor" (Hunk) Mini-Game: In either character's second scenario, finish the game in under two-and-a-half hours. During the game, save only once and use no first-aid spray. You should get an "A" ranking. After the end credits and the ranking screen scroll by, a new screen appears describing your award: a submachine gun and a rocket launcher—both loaded with unlimited ammo. Look in any chest for the weapons. Following the "Your Reward" screen is another screen that says, "You can play another scenario if you make a new save data." Save the new data. When you load the data, you can play a hidden mini-game called "4th Survivor." In this mission, you must guide an Umbrella S.W.A.T. member from the sewers to the roof of the police precinct.

"The Survivor" (Tofu) Mini-Game: Play through the game six times using the consecutively saved data from each character, and unlock the hidden "4th Survivor" (Hunk) mini-game along the way (see previous cheat). After the end credits and the ranking screen of the sixth game scroll by, a new screen appears that says, "You can play another scenario if you make a new save data." Save the new data. When you load the data, you can play another hidden mini-game called "The Survivor." In this mission, you must guide a giant piece of tofu from the sewers to the roof of the police precinct. The poor chunk of tofu is armed only with a knife.

Unlimited Ammo: Press Select during the game to bring up the Option menu. Highlight Key Config. and **press** ×. At the Key Config. menu, **hold R1 and press** □, □, □, □, □, □, □, □, □, □. If you entered the code correctly, the word "Manual" in the middle of the screen will turn red. Resume gameplay, and you will have unlimited ammunition for any weapon that you pick up. This code also works for the Hunk and Extreme Battle mini-games.

Resident Evil 3: Nemesis

Enhanced Ammo: If you use the reloading tool to repeatedly create 9mm pistol rounds with Gun Powder A, or shotgun shells with Gun Powder B, you'll eventually have an opportunity to create enhanced ammo. Enhanced ammo packs more punch than standard ammo, but can be used with only two weapons—the M92F Custom 9mm handgun and the Benelli M3S shotgun.

Extra Outfits: Finish the game and save the data to a memory card. Depending on the rank you received at the end of the game, you'll receive a Boutique Key that unlocks a certain number of costumes. The higher your rank, the more outfits you can unlock. You can find the Boutique Key in any chest, and you can use it to open the Boutique located in the Uptown area near the Bar.

Hidden Game: Finish the game. After the ranking screen, a message, "You Can Play the Extra Game," will appear followed by an Epilogue file. After the Epilogue file appears, save the game data to a memory card. Start a new game and load the data you just saved. You'll now be able to play the hidden mini-game, The Mercenaries: Operation Mad-Jackal.

Jill's Diary: If you collect all the files in the game in the correct order, you'll be awarded Jill's hidden diary. Simply collect each file in sequence from #1 to #30. When you pick up the last file, File #30 (the Classified Photo), enter Jill's item inventory and check out File #1. Instead of Game Instructions A, you'll now find Jill's Diary, a hidden file.

Re-Volt

Password Cheats: At the main menu, choose Start Race, then Single Race. Input any of the following passwords as your name to activate these cheats:

All Cars:	CARTOON
All Tracks:	TRACTION
Change Cars in Mid-Race (By Pressing Up or Down):	CHANCER
Tiny Mode:	MAGGOT

Unlock All Tracks: Start a normal game. Enter CARNIVAL as your name to unlock all cars. Enter TRACKER as your name to unlock all tracks.

Rival Schools: United by Fate

The following hidden game cheats are for the Evolution Disc:

Extra Characters: Each time you finish a one-player game, one hidden fighter will be unlocked. At the Character Select screen, put the cursor on the box under Kyoko, **press ○, then press Left or Right** to select any of the unlocked hidden characters.

Hidden Character Outfits: Finish the one-player game as the following characters to unlock their corresponding hidden character outfits—Tiffany, Hinata, Batsu, and Kyoko.

Home Run Mode: Finish a one-player game playing as Shoma on the highest difficulty setting. At the Evolution Disc game menu, you'll find a new option, Home Run mode.

Service Mode: Finish a one-player game as Batsu on the highest difficulty setting. At the Evolution Disc game menu, you'll find a new option, Service mode.

Shootout Mode: Finish a one-player game playing as Roberto on the highest difficulty setting. At the Evolution Disc game menu, you'll find a new option, Shootout mode.

Target Mode: Finish a one-player game playing as any character on any difficulty setting. At the Evolution Disc game menu, you'll find a new option, Target mode.

R-Type Delta

Force Module Power-Ups: Start a game and collect a Laser Crystal, then collect the Force Module that appears. After you've found both items, pause the game and enter any of the following codes. If you enter the code correctly, you'll hear a chime. Unpause the game, and your Force Module will have maximum power.

Blue Power-Up: Press and hold L2 and then press Left, Right, Up, Down, Right, Left, Up, Down, ×.

Red Power-Up: Press and hold L2 and then press Left, Right, Up, Down, Right, Left, Up, Down, □.

Yellow Power-Up: Press and hold L2 and then press Left, Right, Up, Down, Right, Left, Up, Down, ○.

R-Types

Stage Select: At the title screen, highlight R-Type or highlight R-Type II and **quickly press L2, L2, L2, L2, L2, L2, L2, L2, L2, R2, R2, R2, R2, R2, R2, R2, R2, R2.** If you entered the code correctly, you'll hear a confirming sound. Pause the game, and you'll find a Stage Select option.

Sled Storm

Password Cheats: At the main menu, choose Options, then choose Load/Save, then choose Password. Enter any of the following passwords to activate these cheats. If you enter the cheat correctly, the screen will read "Password Accepted."

All Tracks: Press □, ×, **R2**, □, ○, **R1**, ○, △.

Cheap Upgrades: Press ×, **L1**, ○, △, □, □, △, **L2**.

Reverse Mode: Press □, **L1**, ×, □, **R2**, ×, △, ○.

Sled Storm Gio: Press ○, △, □, **L1**, **R2**, **L1**, ×, △.

Sled Storm Jackal: Press ○, △, □, **L2**, **R2**, **L1**, ×, △.

Sled Storm Jay: Press ○, △ □, ○, **R2**, **L1**, ×, △.

Sled Storm Nadia: Press ○, △, □, □, **R2**, **L1**, ×, △.

Sled Storm Ryan: Press ○, △, □, **R2**, **R2**, **L1**, ×, △.

Sled Storm Sergei: Press ○, △, □, ×, **R2**, **L1**, ×, △.

Sled Storm Tracey: Press ○, △, □, △, **R2**, **L1**, ×, △.

Sled Storm Travis: Press ○, △, □, **R1**, **R2**, **L1**,×, △.

Unlock Jackal: Press L2, L2, ○, **R2**, □, **R1**, **L1**, △.

Unlock Sergei: Press □, **L1**, □, **L2**, △, **R2**, ×, ○.

Soul Blade

Play as SoulEdge: Finish the game in Arcade mode on any skill setting with all 10 characters. At the fighter-select screen, SoulEdge should appear between Mitsurugi and Siegfried.

Play as Han Myong: First, unlock SoulEdge (see cheat above). Finish Arcade mode as Hwang, then finish Arcade mode again as Seung Mina. At the fighter-select screen, put the cursor on Hwang, and **press Left** until you find a hidden ?-box, Han Myong. Han's fighting style is similar to Hwang's.

Play as Siegfried!: Finish Edge Master mode as Siegfried and collect all eight of his weapons. At the fighter-select screen, put the cursor on Cervantes and **press Right once.** You should land on a hidden ?-box, Siegfried!. Now you can play as Siegfried, who is possessed by the evil power of SoulEdge.

Play as Sophitia!: Finish Edge Master mode as Sophitia and collect all eight of her weapons. At the fighter-select screen, put the cursor on Hwang and **press Left once.** You should land on a hidden ?-box, Sophitia!. Now you can play as Sophitia without any armor.

Play as Sophitia!!: Collect eight weapons for every character in Edge Master mode. At the fighter-select screen, put the cursor on Hwang and **press Left once.** You should land on a hidden ?-box, Sophitia!!. Now you can play as Sophitia in a one-piece swimming suit.

South Park

Cheat Menu: At the main menu, choose Enter Cheats. Enter `ZBOBBYBIRD` as the password. If you entered the password correctly, a Cheats menu where you can toggle cheats on and off and choose levels will become available at the main menu.

Spider-Man

Passwords: At the main menu, choose Special, then select Cheats. Input any of the following passwords to unlock these cheats. If you entered the password correctly, the screen will shake and the name of the cheat will appear at the top of the screen. Once activated, the Level Select option will appear on the Special screen. The Movie Viewer and Game Covers options are on the Gallery screen.

Note: A _ designates a blank space.

Big Head:	`DULUX`
Invulnerability:	`RUSTCRST`
Level Select:	`XCLSIOR`
Unlimited Webbing:	`STRUDL`
Unlock All Comic Covers:	`ALLSIXCC`
Unlock All Movies:	`WATCH_EM`
Unlock Everything:	`ELL_NATS`
Unlock Neversoft's President:	`RULUR`

Spyro the Dragon

99 Lives: Pause the game, highlight Inventory, **press and hold ×, and press □, □, □, □, □, □, ○, Up, ○, Left, ○, Right, ○.** If you entered the code correctly, Spyro's life stock will jump to 99. You can enter this code unlimited times.

Level Select: Pause the game, highlight Inventory, and **press ×. Press □, □, ○, □, Left, Right, Left, Right, ○, Up, Right, Down.** If you entered the code correctly, every level in the game will appear onscreen. To use the level select, find Marco the Balloonist, and he'll give you access to every level in the game.

Spyro 2: Ripto's Rage

Enter the following codes while the game is paused.

2D Spyro: Press Left, Right, Left, Right, L2, R2, L2, R2, □. If you entered the code correctly, you'll hear a bell ring.

All Abilities: Press ○, ○, ○, ○, □. If you entered the code correctly, you will hear a bell ring.

Big Head: Press Up, Up, Up, Up, R1, R1, R1, R1, ○. If you entered the code correctly, you'll hear a bell ring.

Change Colors: Press Up, Right, Down, Left, Up, □, R1, R2, L1, L2, Up, Left, Down, Right, Up. Then **press ○** for red, **×** for blue, **□** for pink, **△** for green, **Up** for yellow, or **Down** for black.

Star Gladiator

Dark Mode: At the Vs screen, **press and hold L2, R2, and Down** until the fight starts.

Play as Bilstein: Start a game in Arcade mode. Then, at the character-select screen, **press and hold Select,** put the cursor on Gore, and **press ×, ○, ×, ○, □, □, □, △, △, △, and simultaneously press × and ○.** Bilstein appears. Move the cursor to the right of Gore, and you can play as Bilstein.

Play as Kappah: You must first enter the code to play as Bilstein (see above). Start a game in Arcade mode. Then, at the character-select screen, **press and hold Select,** put the cursor on Hayato, and **press ○, □, △, □, ×, □, △, □, ○, □, and simultaneously press × and △.** Kappah appears. Move the cursor to the left of Hayato, and you can play as Kappah.

Play as Blood: You must first enter the codes to play as Bilstein and Kappah (see above). Start a game in Arcade mode. Then, at the character-select screen, **press and hold Select.** Put the cursor on Bilstein and **press ×, □, ×, □, ×, □.** Then put the cursor on Kappah and **press ○, △, ○, △, ○, △,** and **simultaneously press L1 and R1.** Now you can play as the boss character Blood.

Star Trek: Invasion

Play Credits Movie: At the Mission Briefing screen, press **Left, Right, Up, Down, Left, Right, Up, Down.** If you entered the code correctly, the credits movie will automatically play.

Unlock Everything: At the Stellar Cartography (mission selection) screen, **press Up, Left, Down, Right, Up, Right, Down, Left, Up, then simultaneously press L1 and R1, then simultaneously press L2 and R2.** If you entered the code correctly, the screen will flash and "Cheats On" will appear below the mission name. You can now choose any mission by **pushing Left or Right.** To activate the now-unlocked cheats—one-hit kills, invincibility, and all weapons—pause the game, choose Cheat Screen, then highlight the cheats and **press ×.**

Star Wars Episode I: The Phantom Menace

Cheat Menu: At the main menu, highlight Options, then **press △, ○, Left, L1, R2, □, ○, Left.** After you hear a beep, **simultaneously press and hold L1, Select, and △.** If you entered the code correctly, you'll see a menu that will allow you to choose any level, hear sound bits, play any movie sequence, and turn on invincibility.

Street Fighter Alpha 3

Play as Evil Ryu: Start a World Tour game and build your fighter to Level 32. At the Select Player screen, Evil Ryu is now a selectable character (he's under Dhalsim and to the left of Rolento).

Play as Guile: Start a World Tour game and build up your fighter to Level 32. At the Select Player screen, Guile is now a selectable character (he's under Zangief and to the right of Gen).

Play as Powerful Akuma: Start a World Tour game and build up your fighter to Level 32. At the Select Player screen, highlight Akuma and **press L2** to select Powerful Akuma as your fighter.

Street Fighter EX2 Plus

Unlock Garuda: At the Mode Select screen, highlight "Arcade," then **press Select, Select, Select, Right, Select, Select, Down, Select, Select, Select**. If you entered the code correctly, a message will read "A new character is now available."

Unlock Hayate: At the Mode Select screen, highlight "Bonus Game," then **press Select, Select, Up, Select, Select, Select, Select, Up, Select, Left, Select, Select, Select, Select, Select**. If you entered the code correctly, a message will read "A new character is now available."

Unlock Kairi: At the Mode Select screen, highlight "Option," then **press Select, Right, Select, Select, Select, Down, Select, Select**. If you entered the code correctly, a message will read "A new character is now available."

Unlock Shadow Geist: At the Mode Select screen, highlight "Versus," then **press Select, Select, Select, Down, Select, Select, Select, Select, Up, Select, Select, Select**. If you entered the code correctly, a message will read "A new character is now available."

Street Sk8er 2

All Boards: At the main menu, **press** ○, ○, □, ○, □, □, ○, **R1**. If you entered the code correctly, you should hear a click.

All Characters: At the main menu, **press Left, Left,** ○, ○, **L2,** □, **Right, R2**. If you entered the code correctly, you should hear a click.

All Tracks: At the main menu, **press Left, Right, Left, Right,** ○, ○, **R1,** □. If you entered the code correctly, you should hear a click.

Maximum Status/Trick Level: At the main menu, **press L1,** □, **Left, Left, R2, Left, R1, Left**. If you entered the code correctly, you should hear a click.

Unlock Movie Option: At the main menu, **press R2, R2, L1, L2, L1, R1, R1, R1**. If you entered the code correctly, a Movie option will become available.

Super Puzzle Fighter II Turbo

Hidden Characters: Enter the following codes at the Player Select screen.
Note: These codes work in all modes except Street Puzzle mode.

Play as Akuma
Player One: Put the cursor on Morrigan, then **press and hold Select. While holding Select, press Down, Down, Down, Left, Left, Left,** ○.

Player Two: Put the cursor on Felicia, **then press and hold Select. While holding Select, press Down, Down, Down, Right, Right, Right,** ○.

Play as Anita
Player One: Put the cursor on Morrigan, **then press and hold Select. While holding Select, move the cursor two spaces to the right** onto Donovan and **press** ○.

Player Two: Put the cursor on Felicia, **then press and hold Select. While holding Select, move the cursor one space to the left** onto Donovan and **press** ○.

Play as Dan
Player One: Put the cursor on Morrigan, **then press and hold Select. While holding Select, press Left, Left, Left, Down, Down, Down,** ○.

Player Two: Put the cursor on Felicia, then **press and hold Select. While holding Select, press Right, Right, Right, Down, Down, Down,** ○.

Play as Devilot
Player One: Put the cursor on Morrigan, **then press and hold Select. While holding Select, press Left, Left, Left, Down, Down, Down.** When the timer reaches 10, **press** ○.

Player Two: Put the cursor on Felicia, **then press and hold Select. While holding Select, press Right, Right, Right, Down, Down, Down.** When the timer hits 10, **press** ○.

Play as Hsien-Ko's Sister
Player One: Put the cursor on Morrigan, **then press and hold Select. While holding Select, move the cursor one space to the right** onto Hsien-Ko and **press** ○.

Player Two: Put the cursor on Felicia, **then press and hold Select. While holding Select, move the cursor two spaces to the left** onto Hsien-Ko **and press** ○.

Syphon Filter 2

Expert Mode: At the main menu, choose New Game. Highlight "One Player," and **press and hold** □, ○, **L1, R2, Select, Up,** ×.

Level Skip: Pause the game, highlight "Map," and **simultaneously press and hold Right, L2, R2,** ○, □, ×. Choose Options, then Cheats, then select End Level.

Movie Theatre: Pause the game, highlight "Briefing," and **simultaneously press and hold Right, L1, R2,** ○, ×. Choose Options, then Cheats, then select Disc 1 Movies or Disc 2 Movies. Gabe Logan will appear in the lobby of a movie theatre. Make him face a picture on the wall—each picture represents a movie—and **press** △ to watch the movie.

Tekken 3

Anna's Alternate Outfit: Play as Anna 25 times in Arcade or Vs. mode. At the fighter-select screen, highlight Anna and **press Start.**

Gun Jack's Alternate Outfit: Play as Gun Jack 10 times in Arcade or VS. mode. At the fighter-select screen, highlight Gun Jack and **press Start.**

Jin's Alternate Outfit: Play as Jin 50 times in Arcade or Vs. mode. At the fighter-select screen, highlight Jin and **press Start.**

Law's Alternate Outfit: At the fighter-select screen, highlight Law and **press Start.**

Music and Disc Mode: Once you've collected the movies for Jin, Paul, Law, King, Yoshimitsu, Nina, Lei, Eddy, Hwoarang, Xiaoyu, Kuma/Panda, Julia, Gun Jack, Mokujin, Anna, Bryan, Heihachi, Ogre/True Ogre, Tiger, and Gon, two new options appear: Disc and Music. You can now listen to the music in Tekken 3; and if you own Tekken and Tekken 2, you can watch the movies and listen to the music from those games as well.

Play as Gon: Start a game in Tekken Ball Mode (see tip below). Your opponent will be Gon. If you defeat him, Gon will be added to the lineup of playable fighters.

Play as Tiger: Finish the Arcade mode with 16 different characters. At the fighter-select screen, highlight Eddy Gordo and **press Start.**

Tekken Ball and Theater Mode: Play through the game with each of the 10 main characters. After you finish the game with the tenth regular character, you'll find two new options at the title screen: Tekken Ball Mode and Theater Mode.

View Gun Jack's Good Ending: Finish the game as Gun Jack twice in the Arcade mode.

Xiaoyu's Alternate Outfit: Play as Xaioyu 50 times in Arcade or Vs. mode. At the fighter-select screen, highlight Xaioyu and **press Start.**

Tenchu 2: Birth of the Stealth Assassins

All Items: Start any mission other than the Training Course. At the Items screen at the beginning of the mission, **press** □, □, □, ○, □, ○, ○, **Left, Up, Down, Right, R2, R2**. If you entered the code correctly, all items will now be available.

All Levels: At the title screen, choose Start. At the Mission screen, **simultaneously press and hold** ○, □, **and Select, then press Right, Right, Right, Up, Left, Down, R2**. If you entered the code correctly, all missions should appear and be selectable.

Increase Number of Items in Inventory: At the Items screen, **simultaneously press and hold R1 and** □, **press Right, Down, Left, Up**. If you entered the code correctly, you'll have one more of every item in your inventory.

Play as Tatsumaru: Successfully complete all missions for Ayame and Rikimaru and save the data to a memory card. Start a new game. At the title screen, select Continue using the saved game data. At the Mission screen, **press Left or Right** to cycle through the characters until you find Tatsumaru.

Unlock All Levels in Mission Editor: First, unlock all mission textures and items (see above). At the Edit Mission screen, highlight "Create New Mission," **press and hold** ○, **then press Up, Up, Down, Down, Left, Right**. If you entered the code correctly, you'll hear a sound and a CD icon will appear to the left of the memory card icon at the top of the screen. **Press R1** to highlight the CD, then select a mission to edit.

Unlock All Mission Textures and Items in Mission Editor: At the main menu, enter Mission Editor, then enter Edit Mission. At the Edit Mission screen, **simultaneously press and hold R2 and** ○, **then press Up, Down, Down, Right, Left, Left**. If you entered the code correctly, you will hear a sound. Select Create New Mission. At the Mission Setting screen, highlight "Location," **press Left or Right, then press Start**. You can now create a mission using textures and items from any mission.

Unlock Office Textures and Items in Mission Editor: At the title screen, enter Mission Editor, then enter Edit Mission. At the Edit Mission screen, **press and hold L2, then press** ○, □, **Left, Right,** ○, □. If you entered the code correctly, you will hear a sound. You can now create a mission using Office textures and items. Select Create New Mission. At the Mission Settings screen, highlight "Location," **press Left or Right** to highlight "Office," **then press Start**. You can now create a mission using Office textures and items.

View Full Map: During any mission, **press and hold Select** to view the map. While **holding Select, press** ○, ○, ○, ○, ○. If you entered the code correctly, the full map will appear.

Test Drive 5

Cop Chase Mode: From the main menu, enter Full Race. Then, at the Select Race Type screen, enter Time Trials and input the password `VRSIX`. Return to the Select Race Type screen, and at the bottom is a new option, Cop Chase.

Three Bonus Cars: From the main menu, enter Full Race. Then, at the Select Race Type screen, enter Time Trials and input the password `NOLIFE`. Return to the Select Race Type screen and start a race. You can now choose from three additional cars: Chris's Beast, Mighty Maul, and Pitbull Special.

Test Drive 6

Password Cheats: At the main menu, choose Race Menu. Enter any of the following passwords as your name to activate these cheats:

Disable Checkpoints:	`FFOEMIT`
Get $6 Million Cash:	`AKJGQ`
Unlock All Tracks:	`ERERTH`

Thrasher: Skate and Destroy

Bumblebee Suit: Start a game and at the Character Select screen choose Roach. Enter `BEESUITGUY` as his name. When the game starts, your skater will be wearing a bumblebee suit.

Extra Points: During a timed run, pause the game, and **press L1, L2, R1, R2, and** ○ to increase your score by 5000 points. You can press the buttons to continue adding 5000 more points. You'll hear a click each time you add points.

Time Crisis

Cheat Menu: At the title screen, quickly shoot the hole in the letter "R" in the logo twice, then shoot the center of the crosshair to the right of the word "Time." If you did the trick correctly, a cheat menu will appear, including extra lives, unlimited continues, and no-reload.

Tomb Raider: The Last Revelation

Face exactly north, then go to the inventory screen. At the inventory screen, the red compass needle should be slightly transparent if you're facing exactly north. When this condition is met, enter the following codes to activate these cheats:

All Weapons: Highlight the Small Medipack, then **simultaneously press R1, R2, L1, L2, Up, and** △.

Note: Not all of the weapons are available in the earlier levels.

Skip Levels: Highlight Load, then **simultaneously press R1, R2, L1, L2, Up, and** △.

Unlimited Items: Highlight the Small Medipack, then **simultaneously press R1, R2, L1, L2, Down, and** △.

Tony Hawk's Pro Skater

Ultimate Cheat: Pause the game and enter the following code to unlock all levels, full-motion video sequences, tapes, full stats, and Officer Dick. **Press and hold L1, then press** ○, **Right, Up, Down,** ○, **Right, Up,** □, △. If you've entered the code correctly, the screen will shake.

Tony Hawk's Pro Skater 2

Pause the game, then enter any of the following codes to activate these cheats. If the code is entered correctly, the screen will shake. Unpause the game to activate the codes.

Gain Weight: Pause the game, **press and hold L1, then press** ×, ×, ×, ×, **Left,** ×, ×, ×, ×, **Left,** ×, ×, ×, ×, **Left.**

Note:You can repeat this code to make your skater even bigger.

Infinite Special Bar: Pause the game, **press and hold L1, then press** ×, △, ○, ○, **Up, Left,** △, □.

Lose Weight: Pause the game, **press and hold L1, then press** ×, ×, ×, ×, □, ×, ×, ×, ×, □, ×, ×, ×, ×, □.

Note:You can repeat this to make your skater even thinner.

Maximum Stats: After activating the Infinite Special Bar cheat (see above), pause the game, **press and hold L1, then press Up,** □, △, **Up, Down.**

Raise All Stats to 10: Pause the game, **press and hold L1, then press** ×, △, ○, □, △, **Up, Down.**

Speed Up Game: Pause the game, **press and hold L1, then press Down,** □, △, **Right, Up,** ○, **Down,** □, △, **Right, Up,** ○.

Toggle Blood: Pause the game, **press and hold L1, then press Right, Up,** □, △.

Play as Spider-Man: To unlock Spider-Man as a playable character, you must get 100 percent completion on all levels with a custom-created character.

Spider-Man's Specials

Spidey Flip: Press ↑, ↓, Grab Trick.

Does Whatever a Spider Can: Press ←, →, Kick Trick.

Spidey Grind: Press ←, →, Grab.

Trick 'N Snowboarder

Hidden Characters: At the title screen, **press** △, △, ×, ×, □, ○, □, ○. If you entered the code correctly, you'll hear a noise. Enter Free mode. At the character selection screen, **press L2 or R2** to select characters. Leon, Claire, and a Zombie will now be available.

Triple Play 2001

Additional Batter Commentary: During gameplay, **simultaneously press and hold L1, L2, R1, R2**. Keeping them held, **press Left**, □, **Up**, △.

Historical Commentary: During gameplay, **simultaneously press and hold L1, L2, R1, R2**. Keeping these buttons held, **press Up**, △, **Right**, ○.

Trivia Commentary: During gameplay, **simultaneously press and hold L1, L2, R1, R2**. Keeping these buttons held, **press Down**, ×, **Right**, ○.

Unlock Dream Team: At the main menu, choose Single Game. At the team-selection screen, **press Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right**. If you entered the code correctly, you'll hear a voice say "Triple Play 2001," and the Dream Team will become available.

Weather Commentary: During gameplay, **simultaneously press and hold L1, L2, R1, R2**. Keeping them held, **press** ×, **Down**, △, **Up**.

Twisted Metal 4

At the main menu, enter Options, then go into Password. Input any of the following passwords to unlock these cheats. If you entered them correctly, you should hear laughing.

All Weapon Pick-Ups Are Napalms: Press Right, Left, R1, Right, ○

Amazon Level: Press ○**, L1, Start, L1, Start.**

Bedroom Level: Press L1, Right, Left, Left, L1.

Carnival Level: Press ○**, Left, Down, R1, L1.**

CPU Shoots Only at Player One: Press Right, △**, Right,** △**, L1.**

Crusher: Press Down, R1, Right, R1, L1.

Infinite Specials: Press △**, L1, Down,** △**, Up.**

Invincibility: Press Down, Left, L1, Left, Right.

Maze Level: Press Start, R1, Left, R1, R1.

More Powerful Specials: Press Up, Start, ○**, R1, Left.**

Neon City Level: Press Left, △**, Right, Right, Left.**

Oil Rig Level: Press Start, Left, Up, Start, ○.

RC Car: Press Up, Down, Left, Start, Right.

Road Rage Level: Press Start, Start, Down, ○**, L1.**

Sweet Tooth: Press Start, R1, Right, Right, Left.

Unlock Minion: Press △**, L1, L1, Left, Up.**

Unlock Moon Buggy: Press Start, △**, Right, L1, Start.**

Unlock Super Auger: Press Left, ○**,** △**, Right, Down.**

Unlock Super Axle: Press Up, Right, Down, Up, L1.

Unlock Super Slamm: Press Right, L1, Start, ○**, Start.**

Unlock Super Thumper: Press ○**,** △**, Start,** ○**, Left.**

Vigilante 8: 2nd Offense

Password Cheats: At the main menu, enter Options, then choose Game Status. Choose Player 1, highlight any character, and **simultaneously press L1 and R1** to open the password menu at the bottom of the screen. Input any of the following passwords to unlock these cheats. If you entered the password correctly, a voice will say, "Funky."

Note: A _ designates a blank space.

Invincibility:	ELBICNIVNI
Maximum Stats:	LLA_DORTOH

Wipeout 3

At the main menu screen, select Options; at the following screen, select Game Setup; and at the next screen, select Default Names. Now, enter your default name as any of the following to activate these cheats.

Note: A _ denotes a space.

All Challenges:	THEHAIR
All Circuits:	WIZZPIG
All Teams:	AVINIT
Change Blue Turbo Triangles to White:	BEBEDEE
Don't Slow Down When Hitting Side of Track:	NOWHEELS
Four Prototype Tracks:	CANER_W
Infinite Hyperthrust:	MOONFACE
Infinite Random Weapons:	DEPUTY
Infinite Shields and Hyperthrust:	GEORDIE
Phantom Class:	JAZZNAZ
Unlock Tournaments:	BUNTY

Wu-Tang: Shaolin Style

Unlock All Characters: At the main menu, **press Right, Right, Right, Right, Left, Left, Left, Left,** □, ○, □, ○. If the code is entered correctly, you'll hear a sound. All characters will now be available in Versus mode.

Xena: Warrior Princess

Full Shield and Attack: At the main menu, highlight "New Game," then **press** △, □, △, □, □, **Up, Up, Up**. If you entered the code correctly, you'll hear a faint chime.

Invincibility: At the main menu, highlight "New Game," then **press Up, Up, Up,** ○, □, **Up, Right, Left**. If you entered the code correctly, you'll hear a faint chime.

X-Men Mutant Academy

Ultimate Cheat: At the main menu, **press Select, Up, L2, R1, L1, R2**. If you entered the code correctly, you'll hear a strange sound. All 10 characters will be playable, and all pictures and movies in Cerebro mode will be viewable.

AF

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*Screen shots taken from PlayStation 2

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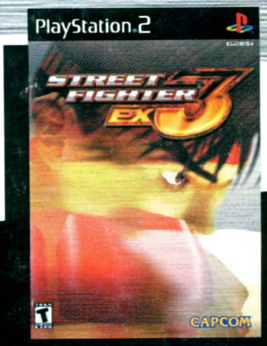

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PlayStation 2

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